



PARADOX

THE FIGHTER
TURBO

OR
MORTAL KOMBAT
WHICH
IS THE
TRUE
FIGHTER
?

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Paradox, Issue #14!!!
128-bit REAL FZ-1
INTERACTIVE DIGITAL
FANZINE EXPERIENCE™
HEAD STAFF:

Chris Johnston
316 E. 11th Ave.
Naperville, IL 60563-2708

Tim Johnson
2008 Colorado Ave.
Rockford, IL 61108

DEAD BEAT HEAD STAFF:

Jason Whitman
155 Westwood Dr.
Park Forest, IL 60466-1333

Justin Schuh
1016 Sierra Ct.
University Park, IL 60466

CONTRIBUTORS:

Jeff Adkins,
Classic Systems & Games Monthly
11 Windsor Ave.
Attica, NY 14011

James Catalano,
Classic 8-Bit Atari Catalog
639 W. Grace, Apt. 336
Chicago, IL 60613

Robert Macheska,
P.O. Box 46,
Ransom, PA 18653

Jess Ragan,
Project: Ignition
12830 M-60 East
Burlington, MI 49029

Tyrone Rodriguez,
Hardcore,
1122 N. Berni St.
Sanat Ana, CA 92703

OTHER IMPORTANT STUFF:

At a time when calling someone up is as easy as picking up the phone (well, you're the idiot!), we thought we'd hand you our numbers to keep in your little black book:

Chris: (708) 983-1876

Tim: (815) 226-0673

Jason: (708) 747-0662

Justin: (708) 534-0737

When we planned this issue, we had no idea only 2 editors would appear in the...

EDITORS' WELCOME!!!

Ah! Well, since the lazy bums that make up the other half of the Head Staff decided they would take a break this month, I get a lot of space to ramble on about anything I want. Joy! This month brings a Jaguar, a TON of holiday game reviews, excellent coverage of just about everything, fanzine reviews, opinion columns, and just neat and cool stuff all over the place! I hope you're ready.

Paige has left video gaming fandom because of a few incidents questioning her "existability". While I must admit, that I was one of these skeptics, she finally cleared it all up and a few minutes of guessing. The last issue of Counterpoint! was pretty good, but it's too bad she's folded her 'zine. But, she was kind enough to contribute an article for Paradox.

Many things are changing in the fandom community. Fanzines are starting up, others are folding away. And, the Gaming Enthusiasts of America has been formed to bring fandom to the mass gaming market. Hopefully, with a little help from everyone, this organization can lift up everyone's heads to the existence of fanzines and the hobby of video gaming.

The Sega CD has been a wandering system. Now, for Christmas, Sega falls back on FMV games to push through to the holidays. Where are the classic discs? The ratings system has also failed, with Silpheed having a number of cuss words, yet it was slapped with a GA rating. Is this for all audiences? The Genesis is the number one system, with many great games to choose from, and the 3DO and Jaguar are trying to gain speed to the competition.

What a year it has been! Many new sequels to explore, many new worlds to play through, and it's all on our TVs. Ten years ago, would we have known that the industry would be in this shape? Probably not.

Right now, as I sit here, I think about the upcoming holiday season., and I get ready to play some really cool games. But, this year, it seems to me that Nintendo really has no great title! This is the first year that this has ever happened. Sega dominates with numerous hits. Please read on. I know it's been a while. And no, we haven't packed up and quit. Paradox is always up, right? Believe me, we're in it for the long haul, man..
BYE!

-Chris

"I'm an editor and I'm OK. I sleep all night, and I work all day."
I'm going to stick to general Editor's Welcome talk this month, and say, "Last Issue was GREAT." The laser printing turned out great, combined with the fonts and looks of the early issues. And, as always, the great writing that is associated with Paradox. That's really all I have to say, so... LATER!

-Tim

THE MUSIC THAT INSPIRED THIS ISSUE:

Smashing Pumpkins' "Gish", and "Siamese Dream", REM "Eponymous", Breeders "Last Splash", Pearl Jam "Vs." and "Ten", Tesla "Five Man Acoustical Jam", Singles Sountrack, Porno For Pyros, Techno, Jurassic Park soundtrack, The Cranberries, and all the rest of the cool stuff they play on 101.1, Q-101, Chicago's new rock alternative

Page 2

COLOPHON CONTINUED...

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Please contribute, and have fun reading this fanzine. We've worked pretty hard to make it happen. Hey! Can you believe that I'm doing this issue in a 2 hour time period! Wow!

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We print contributed material, however we would like it to be original written material that is written for our zine, and not 10 others too. Please keep this in mind. Articles suspected to be handed around may not be printed in their entirety or at all. Thank you. Issue #14 □ Paradox Publishing.

NEXT SONIC GAME TO BE RELEASED ON FEBRUARY 2, 1994!

The official street date for Sonic the Hedgehog 3 is Groundhog Day, 1994! Get ready for a lot of Sonic action, as this one is touted to be better than the CD version. No word on it yet, but the street date has been set in virtual stone by SoA.

MK on 3DO? Word has it that Acclaim has joined up with 3DO as an official licensee. Maybe we'll finally see MKII in all of its bloody glory on a home system. Hopefully...

FAN FORUM:

LETTER COLUMN!!!

Phandom's Phinal Phan?

Dear Chris,

You know, you and I go back a long way, ever since the days of The Bombardier (hell, I even remember--gasp!--Gamedude Fanzine Global). You helped me improve upon my first (naive) issue of Phanzine Star, and the second. It was from you that I got many of my first ideas and criticisms. And so, it is to you that I am going to break the news.

When I discontinued Phanzine Star, I promised to return later with a newer, better, broader-interest fanzine. And when I got back from Japan, I assured everybody that it was coming sometime around late September or so. Well, it's not.

I am not going to bring out another fanzine. I am just too busy with school (especially the yearbook) and work and with trying to get my life together. I have absolutely no time to spend on something like a fanzine. On top of all this, I have lost my creative drive; all the energy I poured into my beloved Phanzine Star has withered away during these passing months. I just got too used to not having to worry about putting an issue together. I guess it's just laziness, but it's there.

Don't worry too much, though. I'll probably contribute something to different fanzines from time to time, if I get around to it. I'll unload all material I've collected so far for what would have been the first issue of Zineophilia on other 'zines. And who knows? Maybe someday, in a year or so, I'll get enough energy together to bring out a new fanzine; I can't make any promises, though.

On the bright side (is there one?), I am going to re-release back issues of Phanzine Star so all of fandom's newcomers can experience the legend. The measly issue #1 will go for \$2, and #'s 2, 3, & 4 will each go for \$3. If you order all four, it'll be only \$9. Please make checks payable to Noah Dziobecki.

Mail, Reader's Forms, and more crammed into a tiny space!

As for those subscribers who gave me money, I do plan on refunding it, but it'll be a while. Hopefully, the sale of back issues will raise enough money to cover at least part of this cost (so PLEASE buy some--it's worth it. Tell 'em, Chris).

To all of you who had your hopes up, anxiously awaiting Zineophilia, I am truly sorry. But most of all, I am sorry for myself, for there is none more disappointed about this development than I.

With Apologies,

Noah Dziobecki

Defunct Editor-In-Chief, Zineophilia

(Well, yes, you have been around for a long time. And, I can't believe that you remember than Gamedude thing. It was horrendous, wasn't it? Heck, I don't even have any more copies of that one. It is too bad that you've decided to step down for a while. I know that Zineophilia would have been VERY, VERY COOL. In fact, I planned on making it Fanzine of the Month this issue, but it never came. I hope that faneds and readers alike will write you and get those copies of Phanzine Star. It is a very good deal, they are all very good issues. I read them frequently. Plus, if enough people write in, I think that you might be inspired to let that issue of Zineophilia fly. Heck! Anyone wanting Zineophilia back, write to Noah Dziobecki, 4436 E. 5th St., Long Beach, CA 90814. Or call him at (310) 433-4238. Let's give him our support. He's one of fandom's finest editors.)

GENESIS WRITES!

Chris,

Issue #13 was FANTASTIC!!! The new print is EXACTLY what you needed to make Paradox better than ever! ALL the opinion articles were really great, so there is no way I could pick a fave. My favorite fanzine changed again! Yep, Video Apocalypse! The new layout is great and MJ's style and humor can't be beat!

Famitsu is VERY interesting! I REALLY wish I could read it. Well, I can read some of it, because it's in English! Why?

After reading all the Atari stuff, I'm TOTALLY convinced that the Jaguar is going NO WHERE!

The Project Reality thing was GREAT!!! But I saw a special on the Super Scope in Famitsu! Also, Nintendo Power did make a big deal about the Philips thing, I don't remember which ish, but they did.

We don't need another EGM was right on target! The new VG SUCKS!!!

Guess what? The Game Genie works with my SFl Turbo and Super NES!!! But not Jacob's! Or yours it seems. HA, HA, you poor pathetic fools, you can't enjoy Turbo to it's full extent! I'm just lucky I guess.

So there's a female faned eh? I can't wait to see Counterpoint! Your review of VA's "issue the third" seems to really be on the fourth issue. Seeing as Anarchomics didn't appear until the 4th issue!

Another great reader survey! It may be edible, but it sure doesn't taste very good! Thanks oh so much for the prize and for printing my letter!

Well, I can't wait for issue #14!

Genesis Krzyzaniak

(Thanks for the compliments. And, VA is very good, and continues to dominate! Famitsu is a very good mag. I have a TON of issues, and I like it a lot. You can understand some of the things in the issue, partially because a few words are in English, like some game titles, and of course, the system logos, etc. It's pretty easy to do if you examine the pix. In one of the current ones, I saw pix of the new SNK CD ROM system. Hmm... They always have great coverage too. And the ads for Japanese games are cool! Take for instance, the new Aladdin ad, or the SFl Turbo ads! Pure genius! The MK ad is better too. So where's a weekly EGM? By the way, I have the Jaguar, and it does not SUCK, and it will go SOMEWHERE. Maybe it won't go to the top, but it'll be great, I'm telling you. PR may be a reality, as Nintendo might come through. But I have no doubt that it will fail as Sega's Saturn looks

cool, and it's got ready games! Counterpoint!'s dead for now, but Paige now contributes for us, so read on.)

READERS FORMS: PRINTED!

Michael Anderson of Newark, DE:
Issue 13: This issue 89%, Less SF2, More RPG coverage USA Vs. Japan in RPG interest.

(--Chris-- RPGs, I know, are not MY favorite type of game. In fact, I hated 7th Saga. I haven't played Mana yet, though. I usually don't like RPGs. And, I think the rest of the staff favors other types of games over RPGs. The only way to get RPGs in Paradox, would be if people would contribute RPG material.)

What would you say to Atari about the Jaguar?: Build the hardware and we'll look and listen. Create hot software and we'll buy.

3DO to Jaguar?: I will buy a 3DO is it costs less than \$500. As for Atari, I need to see at least 3 to 5 games that I would buy.

Comments: RPGs get a bad rap here. I was just mildly interest in Video Games until 3 yrs ago when I bought Dragon Warrior for my 10 yr old son. That game got me into gaming big time. My son has also followed my interest in RPGs, but he says none of his friends give a damn about them, and I blame the prozines blatant bias against RPGs. Many reviewers openly admit they don't care for them. So why do they review them?

(--Chris-- Exactly.)

Eric Frederick from Baltimore, MD:

Issue 13: Great layout & easier to read to make it better, add a warning under edible that it needs salt.

Nintendo's SGI machine?: They should release it now.

What would you say to Atari about the Jaguar?: Wait until more software is produced.

3DO to Jaguar?: 3DO has more advantages.

(ED. C - What do you mean 3DO has more advantages? Is CD an advantage, or a hindrance? Nintendo should scrap the PR. Oh, yeah, try putting honey on this form next time, I ate the extra ones myself while working on this issue.)

Jason Zabady from Camp Hill, PA:

Issue 13: Issue #13 was great. Good cover and much easier to read text. A few more pics would help. Overall a super issue.

Nintendo's PR?: It's a bunch of crap. The SNES is a great system that has yet to be pushed to the limit. They should release their CD-ROM.

Atari about Jaguar?: Get a lot of companies to make games and keep a low price on hardware and software.

3DO to Jaguar?: 3DO's price is too much and don't be surprised if you see the price go from \$700 to \$300 in a matter of months.

NEWS TO FILL YOUR BRAIN!

Hot on the heels of the movie versions of "Double Dragon" and "Street Fighter II" comes word of "Mortal Kombat", the movie. If production goes ahead as planned, the live-action film could be released in about 18 months. Also being planned are animated versions of all of the above mentioned titles. The movie version of "Street Fighter II" is slated to hit theaters in July 1994.

Rumors continue to circulate in Japan that Sony is on the verge of launching their own CD-based multimedia game system, with sources saying the launch is "imminent". Then again, the soft economy may force Sony to scrap the whole system completely.

Atari has announced a list of developers for their 64-bit Jaguar system: Anco Software, Beyond Games, Dimension Technologies, Evrosoft, High Voltage Software, Krisalis Software, Loricel, Maxis Software, Microids, Midnight Software, Ocean Software, Rebellion Software, Retour 2048, Simarils, Telegames, Tiertex, Titus, Tradewest, Trimark Interactive, and U.S. Gold. Telegames is working on "Ultimate Brain Games", and "European Soccer Challenge" for shipping in the Spring and Summer of 1994, while Beyond Games is converting their Lynx game, "Battlewheels" for a Spring 1994

release.

Some more details on the "Sega Channel" cable channel set to launch next year: about 5 of the 50 games available each month will be new titles shown about 30 days before they go on sale in retail stores. One or two levels of the new games will be downloaded, and in the case of sports games, a timed portion of the game will be previewed on the channel. The bulk of the rest of the games available on the channel will be catalog games that will be available in their entirety.

Look for some more new video gaming mags to hit the market next year. The first of which comes from the publishers of GamePro. A radical change from GP, though, E2:Electronic Entertainment, will focus on consumer electronics entertainment. It comes out later in December. It will critique personal computer and Macintosh games, multimedia accessories, interactive CD titles and emerging technologies. Other editorials will include in-depth features on new technologies and a guide to cable regulations.

Sega has delayed the arrival of its Sega VR Virtual Reality goggles from Christmas to March of 1994, because they want to fine tune the technology and take a closer look at safety issues. Sega would like to improve the unit's head tracking interface, which registers head movement, and the quality of the software. More importantly, Sega doesn't want any safety problems and will be taking a closer look at how the goggles affect a person if they wear the headset while standing up, and if a time limit should be placed on how long a person should wear the goggles.

Sega will be opening the first of a series of new interactive arcade entertainment centers called "Virtualand" in October in Las Vegas. The 20,000 sq. ft. arcade will be located in the new pyramid-shaped Luxor Las Vegas Hotel.

Interplay Productions will be producing games for the Sega Genesis and Sega CD. "The Lost Vikings" will be out before Christmas and the first quarter of 1994 will see the games "Clayfighter", and "Rock N' Roll Racing" released.

The price of game chips continues

to drop. Acclaim's Gregory Fischbach said recently, "what we're paying for 16-megs of memory today, we'll be paying for 32 megs next year."

Reports have surfaced from New York to Florida, and as far west as Phoenix that game pirates are breaking into the backs of Midway's "Mortal Kombat" arcade machines and stealing the circuit boards. Supposedly a thriving black market exists for the boards.

When Trip Hawkins, 3DO's Founder and Head Honcho was asked recently what he thought of Philips dramatic price cut on their CD-I player from \$599 down to \$399, he didn't mince words. "We're talking fire sale," he said, "although I'm afraid it won't sell at that price either." Trip has high praise for Sega's Genesis calling it his "favorite product to use at home," until the 3DO player is officially released, of course. Hawkins expects the 3DO player to be priced between \$400 and \$500 by the end of 1994, and down to \$300 in 1995. In case you're wondering, it currently costs Panasonic around \$270 to manufacture the 3DO player, the same as it costs Philips to make the less-advanced CD-I.

—NEWS COMPILED BY ROBERT MACHESKA. Thanks Robert!

BREATH OF FIRE LETTER WRITING CAMPAIGN

By Tyrone Rodriguez

You might have already heard of this AWESOME title in the prozines. If you have, you already know that Capcom USA has no plans for a U.S. release. Capcom obviously thinks that SFII is still new after almost three (count 'em) years. Well, even if it doesn't matter, I'm going to voice my opinion (to Capcom).

I love RPGs and so do many other gamers. Can't they see we're not mindless politicians and give us new projects? For every gamer that enjoys (enjoyed?) SFII, there is an RPG fan.

Breath of Fire actually has a quest with depth (listening Ryu?). It would definitely last longer than any fighting game.

I don't care if they don't bring it

out (I do), but at least they will know how many people hate monotony. Do it or die. Their address is:

Joe Morici
Capcom USA Inc.
3303 Scott Blvd.
Santa Clara, CA 95054

MORE ON THE COUNTERACT DEBATE...

By Tyrone Rodriguez

Yes, here we go again. What it boils down to is "My Dad is better than yours." I am the fifth person to go at it in it (Paradox). Like another wiseman in a sea of fools, I am counteracting everyone (almost).

This subject is even straying into the future. Everywhere you will hear, "3DO sucks", "CD-I is a joke", "Jaguar's obsolete"; what the hell is this idiocy?

It's true, every system is good. If you ask a person (such as Nathan), you will notice they trash the system they don't have (not all the time). You will never find me trashing a system (just a game), that's because I have a Turbo CD, Genesis, and SNES. Rare is the case when you complement a system you don't own. Why? Even if you don't admit it, you have a game you like on every system.

Try something new and trade (borrow) your system for a friend's. After you play every game for that system then you can judge, until then, shut up.

Hopefully, I have somewhat given my side of the futile "racial" war.

Got any questions/comments? You'll find me at:

1122 N. Berni St.
Santa Ana, CA 92703
(714) 554-5093

by Chris Johnston

Alright! Enough! My opinion on this Counteract business must be stated. Many have asked, "what's your stance?", so here it is.

I have played many a system, and I have many a system. I like them all, even the lowly 2600! I find games I enjoy (and play) on every system, and

Page 5

there would be no way that I would trash a system. But, there is a fine line between trash, and prefer. I will not trash the 3DO, it is a fine system with great specs, but I do not like the price tag, nor the number of games and their quality.

Same goes for Neo Geo. I love the system, it has great games. But, price again. I would pick up a used one though. There is also a difference between trashing a system and having a favorite. Andy Saito, editor of *Totally Super NES*, and creator of this debate, owns both a SNES (two of them, to be exact), and a Genesis. He prefers the SNES, so, so what? I own a SNES and Genesis also, and I have no idea which one I prefer. It changes day after day.

But, this debate stems from the fact that, if you bought a system with hard-earned cash, you do not like to see it get trashed by someone else, so you trash their system. Take 3DO Vs. Jaguar. I have no idea which one will win the high end system war; I want to see them both succeed. When someone trashes the Jaguar that owns a 3DO, I may criticize the 3DO, so what? It's all because, as gamers, we are prone to be paranoid.

LEGGO MY LOGO

How long have we kept this same old logo for each issue of *Paradox*? Well, I think it's time to get a better logo fixed on the cover, don't you?

If you think you can craft a better one than our Justin Schuh could, try it! Your new logo will get a spot on one of our covers if we like it! Of course, it must say only *Paradox*, and that's it. And no copying our old logo and submitting it as your own. You've got to be original. The best one will win a big, undecided prize. So send 'em in when you draw them!

Send to:

Paradox,
316 E. 11th Ave.
Naperville, IL 60563-2708

GOOD LUCK!

MORTALLY WOUNDED!

A review of MK on the Super NES and Genesis
A preview of MKII and its new definition of gore

Mortal Kombat is Acclaim/Flying Edge's latest 16-bit fighting game release. And, incidentally, it goes up against *Street Fighter II* on the Super NES, and the October 15th release of *Street Fighter II Special Champion Edition* on the Genesis. Instead of reviewing the two *Kombats* separately, let's review them together.

First off, call me a raving lunatic, but I happen to like both versions. They both have an equal amount of pros and cons, and they are both fun to play. Since I have only played MK in the arcades twice (once seriously), I can approach this review without having mastered the arcade, or gotten into it heavily.

The Super NES version was the one I played first. The graphics and sounds are top notch, it definitely is a great conversion of the arcade. The music is very good, and the basic overall presentation of the game is great.

However, this is not a finished version of *Mortal Kombat*. It has an EPROM-ie feel to it. The control is very bad, sometimes you find your character freezes up for no reason, the computer (of course) does instant moves, and never freezes up. Plus, moves can be completely gone for some reason. In one instance, whenever a fireball is thrown at Scorpion by any character, Scorpion's Spear attack can counter it and win over if they're thrown at the same time. Very cheap indeed. In fact, this entire game is cheap. However, it's fun with two players, because both of you are affected by the game's shoddy handling. Actually, aren't fighting games supposed to be frustrating? The Bonus stages are near impossible without a controller with turbo speeds. There is also unprecedented access time! Another one of my gripes is that you cannot pause the game. Why? On the Genesis, possibly I could understand, but this I cannot understand. The Battle Plan is also very, very tiny for some odd reason. The Genesis version has a bigger, detailed one.

The Genesis version is great. Great control, playability, and ease of moves. The graphics are crisp and clear, and the entire game is well done. However, in the sound department, it lacks. The sound and music both SUCK. So the best thing to do is turn it DOWN. Unfortunately, there is no sound toggle option on this version as there is on the Super NES, so live with it. It's really too bad this game couldn't have been pumped up to more megs so as to hold more sound and music data. But, you can't have everything. The Bonus stages are very simple and require an amazingly little amount of effort when compared to the "impossible-without-a-turbo-controller" bonuses on the SNES. It's good to see that a normal human can do this stuff.

BLOOD AND GUTS...where are you!? On the Genesis, I found the blood to be very, very STUPID! It does not erupt and flow out like it does in the arcade, but the blood is thrown in huge globs that looks like someone has squeezed the ketchup too hard. Ever seen Gak? Maybe they should work out a marketing deal and sell packs of it with the Genesis MK as "Shang Tsung's Entrails", or whatever. If that's blood then call me Dahmer! The death moves are really effected by this, and I found this to be the worst feature in the Genesis game. Plus, there is a pause before death moves are performed. Personally, for Fatalities like Sonya's and Scorpion's, I'll take the Super NES version. I didn't find the lack of blood to be a decidedly important factor in either versions, as I believe these are truly different games than the arcade. Play them both, you will see.

Both versions are worth looking into. If you are a stickler for a game's overall look and presentation ("I want my digitized characters"), you'll probably enjoy the Super NES version. If you're an MK fanatic, then go for the Genesis version. Either way, you will win. My advice to anyone who wants a more exact copy of the arcade, try waiting for the Sega CD version. If they can get it down to a science, then it'll be great..

A New Scapegoat for Videogame Violence?

There is now a new scapegoat in the video game violence war. First, it was Rush N' Attack, then Street Fighter II, and now...Mortal Kombat! The media has attacked this game with vengeance, determined to deem this game "evil". In fact, false information has been written in many prestigious "news" magazines and on the local news (plus CNN).

First off, I reviewed both in this issue, and, in my opinion, they are all stupid! Every version has its quirks, and none of them are fun. I would pick the arcade game over any thing else. However, I cannot overlook this biased media attention.

On newscaster went so far as to say that, in fact, there were TWO versions of Mortal for both systems. When, in reality, one version each exists for GG, GN, SN, and GB. The accompanying shots of MK on the local news were only of Sub Zero's bloody fatality, Scorpion's Spear (that was the only shot they showed from the S-NES version), and Kano's bypass surgery fatality. So, they are creating the idea that the game itself is only the fatalities, when more exists to the game.

No report I saw had kids RAVING about the blood or fatalities. They said, "I guess they're O.K.," and "They look funny." No where could I find a quote that said, "They're so cool, I want to go and rip my friend's spine out! Let's go kill!" But, the media is overreacting to this game of games. The fact is, the game is bad, it sucks, go on with life.

The "experts" can talk all they want about the "evils" of video gaming. Fact is, they have no idea about the fandom side, the side that could possibly teach you something, and they completely close off all possible arguments that video games, could be, good for you.

Biased reporting of the Mortal Kombat craze is just overblown and over-concerned parents groups who object to anything, and our society is becoming too fixated on censorship. You can tell that the media (and those parents groups) were trying to blow up steam for protest against the game.

At a local vid-game hangout, I even heard a parent telling their child that the game was going to be removed from the shelves because of its graphic portrayal of human death. Umm, 'scuse me, can I possibly rip your still-beating heart out?

Listen, MK is an overly hyped game. I do not want to hear how I will go kill someone because I play games.

-Chris

Johnston

MKII: Dole out that Gore before it's illegal!

Oh yes, there will be a sequel...

In this case, I'm talking MKII, the most talked about sequel, yet the project itself was so hush-hush. Actually, when you think about it, most arcade games are completely cloaked until their unveiling. And, MKII is such a game.

When I heard that it was at our mall arcade, I quickly hurried down there. And, what a sight it was. MKII, without a doubt, surpasses my wildest sequel dreams. It surpasses SSF2, and here's why:

1.) The graphics are completely different. If you liked the graphics on MK, then you have no idea what you're going to see on this one.

2.) The characters are absolutely wild! Scorpion, Johnny Cage, Liu Kang, Shang Tsung, Raiden, Reptile and Sub Zero are there from the original MK, plus 5 more totally new characters. By the way, the old ones are all redone with better costumes than before.

3.) BLOOD! Yes, there's much more

to be had here. Let's see, anyone know an Edward Scissorhands? The pints are a-pourin' all over.

4.) Combos and more moves! Yes, they are all here.

5.) Completely new music and sound. It's all very crisp and clear, and you'll hear everything.

I was unable to play the game, partially because I had about 5 minutes to check out the game and get back to my place of work. But, what I saw was completely amazing. Forget SSF2 my friends, this game is the end-all be-all of fighting games.

The characters are more cartoonish looking, yet I believe they are still digitized. But they are cleaned up tremendously. Some of the characters are so detailed... Absolute genius! While SSF2 takes basically the same overall game and changes it a little bit, MKII is completely new. New stages, new opponents, everything is darn near new. The moves are new and old, and the characters all have unique moves (and most can now teleport).

The entire engine may look the same, however, everything is changed. Wow, this game impressed me just by looking at it. I could hardly get a glimpse people were hovered around it. Hey, look at that empty SSF2 machine. What an overgrown sequel THAT was.

Nintendo will never let this game onto its system without a deep cut in the amount of blood and dramatic death. In fact, the entire game would be flat without it. You'd have to take out special moves: For instance, one character has swords for arms, and slices up opponents a la hundred hand slap in SF2. I cannot imagine a 16-bit system faithfully reproducing this game. However, the 3DO, Jaguar, and Saturn (forget Nintendo's Project Reality censored version) would definitely have a shot at it.

I believe in sequels where everything is changed, and this one is definitely VERY COOL! If you haven't seen it, then you will bow to it later.

About 1/3 a Page By Paige

By Paige

As if you all didn't see enough of me in the last issue of Paradox, here I am actually writing for them. This is cool, though; most of my readers were picked up because of a review of Counterpoint! in Paradox, and now that I'm done with my 'zine, they can read my stuff here.

In case you missed my last issue, it was all about how I wasn't taken seriously by several faneds, presumably because I'm female, but other factors played into it as well. As you know, Hell hath no fury like a woman scorned, and some of my replies to certain individuals may have gotten a wee bit out of hand. Nathan, I'm sorry I was such a bitch to you on the phone.

Moving right along, I'll talk games now. I played the much ballyhooed Aladdin and I didn't like it. That's right, I found it to be a rather boring average side-scrolling platform seen-it-hundreds-of-times-before game; that is, once you get past the gorgeous animations and nice music. To each her own, right?

I tried Dracula on Sega CD and was REALLY disappointed in that, too. In fact, I'm taking out a classified ad in the paper and getting that piece of garbage off my hands (the Sega CD, not the game - I only rented that). There have been literally NO good games for it, and it's been nearly a year!!! I suppose I should wait until Sonic CD comes out, and maybe I will, I always liked Sonic.

Gotta run now, I'm packing to leave on vacation and I won't be back until it's warmer here! I HATE the cold, and right now in Michigan, it's COLD! I'm lucky to have relatives in two of the nicer weathered states in this country of ours. Read Super Effects and support female gamers!!! Merry Christmas, Happy New Year, etc., etc. See you all next year! Ta!

FACTOID:

Weird that Nintendo has retitled Battleclash II to now be Metal Combat. Maybe to confuse it with Mortal Kombat?

In this Corner!:

To Buy, or Not to Buy. To Play or Not to Play.

HANDS ON... with the 3DO

The 3DO, the biggest thing to happen since the Neo Geo. Or was that, the biggest PRICE to happen... Is the 3DO worth your hard earned \$700? In my opinion, no. "What are you crazy? If it's that much it HAS to be good!"

However, I am afraid that at \$700, this machine is no more than an overpriced elephant. Sure, it's big and powerful, but you get a lot of crap to scoop through and it smells funny. The Panasonic Real FZ-1 Interactive Multiplayer is the first in a series of 3DO configurations. It's very stylish, has a black casing, and presents you with no harsh gimmicks. Just pure, clean, multimedia.

The system looks very much like your average cable box. However, this baby plays silver. Discs, those are, and you put them into the 3DO like you would into a compact disc player. There's a little Panasonic Real FZ-1 intro screen (much like the Sega CD's), with a planet scape, etc. Press the A button during all the planet animation and you get sound, too.

Crash N' Burn was impressive graphically, but it is not a game that would hold my attention for very long. It's a step above Cobra Command and Night Trap (i.e. more than just programmed movements at certain times), but there's really not much playability to this one. I must say, it is very graphically impressive, but it is no better than any other driving game on a 16-bit, and certainly not better than Sega's Virtua Racing.

The Sampler Disc impressed me more. It's not a game, but it has 3 different sample programs that could be called "games". PGA Tour Golf is demo'ed on the system sampler. Very impressive, indeed. But Golf? I'd rather not. The Road Rally game on the sampler is very cool, but it is not as graphically impressive or as smooth as Crash N' Burn. But neat nonetheless. The "Shell Game" is from Shelley Duvall's "It's a Bird's Life", and is pretty unexciting.

What got me rolling was the 3DO's video capabilities. On the sampler, there's 1/2 of an episode of Batman: The Animated Series, and THAT was

3DO

By Chris Johnston

impressive. No delay, nothing. Perfect and flawless. I couldn't have liked something better. They also have a "2 Stupid Dogs" cartoon, "Thumbelina" a little children's cartoon, and a Kaleidoscope program that impressed even me.

The sampler also shows you some of the features of the REAL player, snippets of descriptions of upcoming games, and a few little extras. Crash N' Burn's Intro is great, very Akira-ish. The Crash N' Burn disc also has a preview of Total Eclipse and The Horde, two Crystal Dynamics games coming out soon. They look good.

Bottom line: The 3DO is not worth \$700 of my money, and probably it isn't worth yours either. What disappointed me was the lack of gameplay. Sure, graphics and stereo sound is great, but where's the gameplay. I still have the same gripe about the Sega CD. It also has noticeable (but not excessive) access time. And this is on a double-speed CD-ROM? Give me a break! Now if this was a video-on-CD machine only, I'd say, very good, bravo. But the games shown show me no mercy, and very little gameplay. I'd rather have a Neo Geo.

Now, I think the 3DO is very cool, and it shows TONS of promise. But until I see more games for it, it will never get anywhere. Plus, the price needs to drop, DRAMATICALLY. I'm never going to pay \$700 for a machine who's only games (as of now) are the Sampler and Crash N' Burn. Give me a good reason to buy this.

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Page 8

..and In This Corner!:

Look What The Cat Dragged In...

By Chris Johnston

JAGUAR

CAT GOT YOUR TONGUE?

The Jaguar is a very cool machine. It's rather cool looking, and you'll wow over the pack-in game, *Cybermorph*. Plus, the price is a very cool \$250 (for the test market phase, \$199.99 next year when the national roll-out commences).

But is it worth it? Well, in my opinion, yes it is. It obviously is a new system, and of course, people will doubt its future success. Like the 3DO, this machine needs more games to be measured on a buyability scale. But, the Jaguar is a worthy investment. Now where'd the games go?

My first thought was, geez, the controller will be a major hassle. Wrong. In fact, it's very easy to hold, and the three button layout (although backwards), and the keypad, is easy to use. It fits in the hand easily, no problems here. Except the cord's a bit on the short side (about 3 feet). Better get cozy with the TV.

The machine is so signature Atari it's funny. The cart slot, the power button (a push-in like the old NES), controller ports, and the back of the machine. In fact, the expansion ports so talked about, don't even have a protective dust cover (the Genesis and Super NES ones do). Hmmmmmmmmmm... Are we gonna use it that quick?

The Shuttle GrafX-type casing is very futuristic, and it fits nicely next to my Super NES, and it holds its own. The two systems are almost exactly the same size. The carts are the Genesis-size that I've come to know. 'Cept they've got a handle on them (don't worry, you'll see it).

In the pack, there's a poster with quick set-up instructions on one side (Similar to the SNES' poster), with a Jaguar logo on the back and pix of future games. There's an owner's manual, a *Cybermorph* instruction booklet, and a warranty club card. Yes, you can join the Jaguar Owner's club. Very cool, Atari.

Cybermorph is very much like *Crash N' Burn*. It's a wow-look-what-I-can-do cart with playability, but it's not dramatically different from an above-

average 16-bit cart. To quote Tony Shubert, it's the Jag's *Altered Beast* and *Super Mario*. Basically, to put it in so many words, it's a showcase cart.

Something you'll notice that is interesting yet very nostalgic is the opening screen. Like all Atari systems (except Lynx), there is a system ID screen on which the Jag logo appears (to a roar, no less, in stereo sound), and the letters of ATARI fall to the ground rotating all the way. Then plays some basic 2600-ish music, with the end of it being a rush of sound from the 64-bit DSP chip. So, Atari comes of age.. Plus, then a rotating cube with texture mapped Jaguar animal pix scales out. For fun, press PAUSE on the controller when the Jaguar logo scales out, and then rotate the cube by pressing different ways on the directional pad when it scales out. Neat, huh! Found that one myself!

Cybermorph has all the trimmings, and it's a decent game too. Unlike *Starfox*, you can go anywhere you please, and you don't have to listen to anyone, nor is there a time limit. The object is to pick up pods holding people, plans, weapons, and more cool stuff on each of the 50+ levels. It's a difficult game, so plan to be playing for a little while. I haven't completed the first star system yet, I've got 8 or so left to go.

It's graphically intense, and the voice is better than the Super NES or Genesis could ever do. The music at the title screen in up to Super NES standards (where they got better than CD numbers is beyond me, I didn't hear it). There is no music during the actual game though. Not a requirement, but it would've been cool to have some music too.

The control is very responsive, it takes the pads to all heights. The enemies are a bit hard to shoot at, but then, they were in *Starfox* too. The voice responds to your abilities "where'd you learn to fly", and "avoid the ground". And rewards you too with other voices. However, it's very computerish. Not enough feeling to it.

The worlds are very fun, but the

Pods are always in the exact same places (unless someone moved them, like an enemy, which happens). The overlay for *Cybermorph* has special weapons, you can change views to basically any point, and there's also a crosshair you can select to put on the screen, music on/off (on the title screen only), and reset system selections.

Overall, I would recommend the system, especially at the price, but I need to see more games. *Cybermorph* is fun, but I really want to play *Tiny Toons*, *Checkered Flag II*, and *Aliens Vs. Predator*. I say, if you've been looking at it, get it. You won't be disappointed, and with *Park Place* doing some sports games for it, you can't go wrong!

JAGUAR!

By Tim Johnson

Everyone has their little article on the new, upcoming, Jaguar machine. Now, so do I. Being a former die-hard Lynx fan, I now must get my word in.

I've seen the system, I've seen the games, the news, the specs, just about everything. First, the games.

The other day, I downloaded a bunch of pictures of Jaguar stuff over the modem. I've seen pics of *Tiny Toons* and *Raiden*, and the system casing. So far, the graphics aren't much more phenomenal than the SNES. Lots of colors takes lots of programming, which Atari isn't "into" doing. They'll put as little work into a game as they can. However, the graphics still looked great. *Tiny Toons* resembles *Cool Spot*, and *Raiden* may have the best graphics (but not effects, best effects goes to *Space Megaforce*) of any shooter ever made. Looks like some great fun in these two games.

The casing of the Jaguar is also great looking!! It looks like a CD only system, but it isn't. It's not some ugly "toy" like the NES.

The controller, from what I saw, had only 3 buttons on the right side, like the Genesis. I don't know if they have anything on the top side like the SNES, though.

Well, as everyone knows, the secret of success for the Jaguar is in marketing. Now, people know that Atari can produce a good system

because of the Lynx, so maybe when they see pix in the magazines, they

won't see "Atari", and automatically turn their heads away.

The History of the Atari Jaguar

From Panther, to Jaguar, to Sparrow...to Jaguar!

Compiled by Chris Johnston

Digging up a wide variety of Jaguar tidbits, I decided to go back, waaaay back into the brief history of Atari's newest game console. Starting with the Panther, then going to the Jaguar and Sparrow, this article will basically reprint what has appeared in many a prozine.

First off, comes the news that Atari is working on a 16-bit console. No name was tagged on this wild beast yet, but soon after it gained the name, Panther. Atari supposedly had hardware scaling and rotation, and graphics that would place it somewhere between the Super Nintendo and Genesis, and its processor speed running at a hefty 16 mhz. It was also rumored that the audio was the single feature holding the system back from defeating the Super NES. The first title? EGM said, "Race Drivin'". While that could have been an easy candidate, it was not to be. Panther was not exactly a concrete system, and Atari began to expand horizons when it realized that the 16-bit era would probably end sooner than they could get a system out the door. It was now, the 32-bit Panther.

The 32-bit Panther was rumored to include an alpha-numeric keypad (similar to the one on the 5200 and on phones), with 3 main buttons. This system also would have super scaling features built in. A 32-bitter with a heavy focus on arcade conversions. Then comes the word that the Panther was nearing its completion and would first be released in Europe, a place where Atari has had mild success in the past years. But, the Panther was suddenly scrapped, without a real reason. It was written that Atari discontinued the project in favor of "other projects".

Now comes, Jaguar, a 64-bit powerhouse that was being developed outside of Atari (as the Lynx was a few years before; by Epyx). Atari was reportedly looking at technology being pioneered by Psygnosis, but it is unsure whether that ever proved to be true.

The Jaguar, was said to have many capabilities, including the ones that were previously reported for the Panther project. It seems as if Atari wanted to mold the two separate machines into one. Rumors include computer-type keyboards, modems, VHS compatibility, CDs, and even a Lynx converter for the new home system. The rumors that the Jaguar was now a set of dual 32-bits, instead of one 64-bit processor loomed forth.

But those rumors were soon banished to vapor-land to rot. A few things stayed, making it into the final Jag. Next up was the confirmation of CD compatibilities, as well as a RISC-based processor. Keyboard hung around, but was eventually held off.

A GamePro Cutting Edge report in January of '92, set the Jaguar as changing, "on a day to day basis". And it was finally confirmed that the Panther was scrapped because the Jaguar was developing so quickly. They also confirmed that they would not release a system that was not competitively priced.

Ah, the Sparrow. It's not known even now what the Sparrow actually is, if it's a separate system or what (however, I think that it is in fact the Jaguar's planned modem). The type of media the Jag/Sparrow would use was also not yet set in stone (disks, CDs, tape, VHS, or carts?). The question of copy protection eventually booted disks, tapes, and VHS out the door in favor of cart and CD.

Rumors of a new NEC machine, and the Giga Drive (now the Saturn here in the U.S. and Europe) flew by and little was uttered from Atari. CES' came and went, yet no new system.

Labeled vaporware by a lot of people, the Jag was shrouded in a lot of speculation. When, how, and if ever Atari would deliver was yet to be seen. Information on the Jaguar was hardly ever talked about openly, and the system had completely moved to Europe.

Open up and say, "aahh", because

this past September, GamePro (October, '93), stuffed a 4 page preview in Cutting Edge, down our throats. You'd be surprised how alike the Jaguar is to the Panther. A controller with 3 buttons, and a 12 key numeric pad (hmmmmmmmm...), and yes, hardware scaling and rotation! Joy! Atari fixed the little problem with audio from Panther to Jaguar, with an excellent 200khz standard (CD is at 41 khz). The CD drive survived it, as did the long term possibility of turning the machine into a computer. A very cost-effective system, in a Shuttle Grafx-type casing, was produced. So really, all of the rumors were true. With the exception of the Sparrow of course, or is it?

The New System Wars: Nintendo Is No Longer the Puppeteer of the Industry

By Chris Johnston

Now, more than ever, Sega has the greatest chance to not only jump into the lead at a time when Nintendo should be at its strongest, but, to become the leading video game power in the U.S. Nintendo announced that its sales predictions for 1993 are down dramatically, 35%. This is the first time that Nintendo has had a substantial loss in a system's prime years.

Why? What makes the Genesis so darned appealing than the SNES? I'll let you form that opinion by yourselves. For you Super NES loyalists denying it, I can tell you, as can Nintendo, that it is true. Is Nintendo going the way of Atari? Things that make you go Hmmmmmm...

Not only does the Genesis have the prime market condition to jump way ahead, but Atari has the best condition to produce their 64-bit Jaguar into an open market. When the Lynx was released, the NES was at its prime, and the Game Boy had been announced. No one doubted Nintendo then. Now we know better. It takes more than market condition though. Marketing and PRICE is the main difference.

What is selling now? Sports are the hottest selling genre of games at the present time. Let's see, football, baseball, tennis, soccer, hockey, and all

of the Olympic sports are on the Genesis. Plus, the strongest licensee is making them, Electronic Arts. The Sega Genesis owes much of its success to EA and their great products. Without EA, Sega would not have the sporting edge that it enjoys. Look at how Sega's own sports titles have flopped. Sure, there's Tengen, but when was the last time you raved about a Tengen sports game.

What's Nintendo got? Not much it seems. Fighting games, covered. But, there's only so much you can do with punch and kicks. Nintendo has no CD-ROM. Even though most gamers I know want a CD ROM for the SNES, Nintendo has denied them that, and now is shooting for an unbelievable 64-bit system with SGI. Nintendo has time and time again promised CD ROM add-ons, and failed to deliver. Now, a new system? Why should we buy your existing products if you're making them obsolete already?

Atari has a very, very good chance. Sports titles is what they need, BAD. They need NBA Jam (or something similar) to get their system off the ground. Park Place is now a developer for them, and they made the original Madden for the Genesis. Maybe we'll get a good football game on the Jag. With Nintendo's shields down til 1995, and Sega's high end system plans up in the air for now, Atari could easily grab it all away, like Sega did with the 16-bit market. But they've got to work fast. On those games, I mean.

Let's face it, I know that I am fed up with Nintendo's policies and promises, and it's time to get someone else in here so Sega's not alone.

What I think will propel this system into high gear is the fact that it is cartridge-based. Personally, I care very little for CD-ROM based game systems, because the access time is intolerable at times, and of course, it takes more than a year to get the games right. Programming on a CD (as I've heard), is a real lengthy process, so I say, go with what you know. Leave the CD stuff for experimentation until you can get it RIGHT.

The Jaguar has a 68000 processor working with it. Great! The same one the Genesis uses. And, some

programmers say that it's the easiest to work with (Treasure, the makers of Gunstar Heroes, prove it). Cart systems have no access time, and usually come out fairly quickly and on time. The Jag has the price to be competitive. \$200 is a great starter price. It's a way to get a base in households to show your wares, and then let word of mouth spread.

Nintendo's Project Reality is too expensive to ever become widely accepted by a mainstream gaming audience. \$250 is too much, and there's no way they're going to get a \$100,000 workstation down to \$250. I think it is highly unlikely, especially with the specs they've proposed. The 3DO has nothing even close to that kind of power, yet it's \$700. Hmmmm... GamePro said of the Project Reality that will not have system compatibility with the Super NES. THAT ALONE will kill it...

The Jag's games look hot. Plus, if they're not very expensive, I know that I will be hooked. Really, Crash N' Burn isn't that good. It looks great, plays bad.

If you believe anything you're in trouble. Don't believe the prozines. I know I will not make a decision on the Jag until I have a system in my hands and can truly objectively review its capabilities. The prozines, unfortunately, cannot. I was very disappointed in EGM's ripping of the Jaguar, and then the high praise it gave the 3DO...in the NEWS SECTION! If any prozine puts opinion in the news column, I want a byline by it! I want to know who changed their minds!

The 3DO's price and lack of games to attract the gaming audience won't propel it into 1st this year. The Super NES has been falling rapidly behind due to lack of great games (mainly sports). The Genesis has been gaining because of sports titles and action games of high quality. The NES has faded. And the Neo Geo is fading away from the home market fast because of the Samurai Shodown controversy (with the blood). I'd say if any year was going to be a toss - up, it would be this one. All the way.

You won't believe your eyes at
the sight of these...

REVIEWS!

Super Baseball 2020

Electronic Arts - Genesis

Reviewed By Chris Johnston

Super Baseball 2020 by Electronic Arts is, what I call, a masterpiece of sports gaming. Personally, I really don't like a sports title unless it is completely fair, fun, and graphically and speed-wise perfect. This game, is unbelievable.

Programmed by the people at NuFX (responsible for a few Lynx titles), this game has all the action of the Neo Geo version, and it shows off scaling and rotation on the Genesis! Very, very nice. The variety of options and outcomes during play is astonishing. I enjoyed the music, however, the Home Run victory music is annoying.

The teams are very interesting, and this game is a mix between the old BaseWars game and SNK's former Baseball Stars hits. You don't really need to worry about the outfield, since the robots in the game position themselves to get the outs. The controls are very responsive, and are similar to Sports Talk Baseball, but, they respond faster.

The speech in the game is very good (for the Genesis), and you can hear most (except for one) of the sayings. The graphics are very similar (but not carbon-copy) of the Neo Geo version, and the game play is very similar. The overall presentation is fantastic, easily the best new Baseball title on the Genesis.

Besides the game, I can't get enough of the opening! The rotation of "2020" is amazing. And you said the Genesis couldn't do rotation! Plus, the game does a bit of a diagnostic of your Genesis. Very, very weird! It even tells you what version of the Genny you're plugged into! Wild, wild stuff.

This one is definitely a contender of Best Sports game of the Year. My bud Jon, couldn't get enough of this game at the SCES, and now that it's out, I cannot get away from it. Screw NHL, this is where it's at! **OVERALL: 95%**

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Have fun, hear from you

Aladdin

Virgin-Disney-Sega/Genesis

Reviewed by Chris Johnston

Aladdin by Virgin/Disney/Sega, is a game of epic proportions. Amazing animation, great music, and lots of levels equals a great game in my eyes. I like this game a LOT.

I am a side-scroller junkie, and when tempted, I will play this type of game for hours on end. You play as Aladdin, and you are to rescue Princess Jasmine from Jafar's clutches in 10 stages (plus 2 bonus rounds) of highly eye-pleasing fun.

The game controls well on the early levels, and gets more difficult as you progress. The Escape is a real trick to get through at all! It's gonna take time to beat this game.

The graphics and sound, are, top notch. They are very good and they set standards for Genesis side scrolling games. The new way that this game was created is spectacular, and it is a totally fun game.

Not to say that the game engine is any different from previous Virgin efforts, i.e. Cool Spot, Global Gladiators. In fact, it is suspiciously similar to there two games in a lot of ways.

This game is one of the best of the year on the Genesis, but not the absolute best of the year. A little better control and some better music (not that it's absolutely TERRIBLE, it's decent) would've helped. But, as is, this game is very, very good. I'd try it if I were you. **OVERALL: 92%**

Aladdin

Capcom / SNES

Reviewed by Chris Johnston

Capcom did a very good job with Aladdin for the SNES. It's a good game, with a very Capcom feel to it. There's no killing, just stunning, and bouncing on your enemies.

It's a very easy game, meant for a gamer looking for a good movie-to-game translation (who happens not to own a Genesis already). This game follows the movie even more than the Genesis version, with direct dialogue from the movie, actual moving cinemas, and the levels follow the movie moreso than the Genesis version.

However, there is a lack of levels,

and challenge. The game's control is not up to par with the Genesis, and the graphics, while good, cannot compare.

Without considering the Genesis version, this is a typical Capcom/Disney game. If you liked Magical Quest and Capcom's NES games, then you'll enjoy this one. There's enough to keep one busy for a while. **OVERALL: 85%**

Night Creatures

TTI-TurboGrafx-Duo

Reviewed by Tim Johnson

Everyone was hoping for a great game. Great graphics. Great sound. Great Everything.

They got none of that.

This side-scrolling action game is PITIFUL. The control is PATHETIC, enemies are coming at you very quickly from every direction, and you can't really do anything about it, except get killed and hope that they're gone. I suppose that you switch into different animals and stuff, but I haven't played long enough to find out.

The graphics are OK, but dull, adding nothing to the already terrible game. The sound? What sound!?

I think you understand my thoughts on this game...NO ONE WILL LIKE IT.

The Seventh Saga

Enix - SNES

Reviewed by Chris Johnston

O.K., I admit, I am not the kind of person who enjoys RPGs. In fact, I despise them. The whole system of taking turns attacking each other in battles is both boring and lifeless. I prefer the action-oriented RPG. The one where I don't necessarily have to be aware of my hit points, or place in the game to advance.

The 7th Saga, from Enix, disappointed me. First off, I don't think (or I hope it isn't) related to the highly successful Japanese "Saga" game series (produced by Square Soft). The title of this one in Japan is "Ernald". Look back in the Oct. '92 EGM to see it.

I just did not find anything redeeming in this game AT ALL! The characters were nicely drawn, and had stories behind them. But, After that, the graphics were amazingly drab and lifeless, the battle scenes sucked big, and you do not gain any experience

points for defeating enemies. STUPID!

My other beef is with the little enemy "radar" that is in the top left corner of the screen. This shows enemies, closing in on you from all directions. First off, the enemies have super speed. They're on you in seconds, and you can't escape to continue your journeys. The scaling/rotation entries into the battle scenes are badly done, and I was unimpressed by the game's engine.

A very, very bad game. However, if you're an RPG loyalist, and hate great action games, and easy to use interfaces, I'm sure you'd LOVE this one. **OVERALL: 40%**

Kirby's Adventure

Nintendo - NES

Reviewed by Chris Johnston

One of my favorite new games is Kirby's Adventure on the NES. Why? Because basically, this game has a HUGE amount of challenge and fun to offer, and, even though it may be available on the 8-bit Nintendo system, I would have to say that this one is close to 16-bit in terms of overall quality.

The graphics and sounds are the biggest strength of the game. Never have I seen a NES title that has graphics that are this good, and presented in such a cartoony way. The enemies and power-ups are awesome, and the game plays very well. The music may become annoying after a while, but it's still great.

If I had to have one gripe about this game, it would be the excessive amount of slowdown and flicker. Nintendo's biggest NES game (clocking in at 4 megs), this game lives up to all titles before it, including Mario's NES adventures. But the flicker is more like Double Dragon x 10. It's tolerable, but not welcome.

The bosses are really cool and have a lot of variety. You attack patterns and moves can all be put into a "style" all your own when you play.

All we need now is for Kirby to be put in his very own Super Nintendo Adventure, and he'll become a major star. Even a secondary mascot for Nintendo. Improvements that could be made: More attacks - this game is full of 'em, but there could be so many more added. Two player option - this

Page 12

Zombies Ate My Neighbors

Konami - Genesis

Reviewed by Chris Johnston

Zombies Ate My Neighbors is a masterpiece on the Genesis. The game reminds me of ToeJam & Earl, with its cartoony graphics, great sound effects, and highly advanced weaponry. The enemies are nicely drawn and animated, and the victims all are lifeless and stupid. Very, very cool.

The Genesis, in my opinion, needs games like this. They are the kind of games that the Genesis was made for. The Genesis handles these games very well. Using its very twangy music to an advantage by making it sound almost as if you've stepped into a cheap B-movie.

The gameplay of this one is very smooth, the graphics. **OVERALL: 85%**

Street Fighter II: Special Champion Edition

Capcom - Genesis

Reviewed by Jess Ragan

I must admit that I, not being the most bloodthirsty fanatic of the tourney fighting genre, in general was pleasantly surprised with Capcom's amazing Sega version of the game so dominant in today's EG culture. Even stranger, the original draft that frightened & disoriented die-hard Genesis owners (like myself) is nowhere to be seen (now, heard is a different story altogether...) in this cart! That travesty was apparently thrown out the door in favor of some actual effort on the parts of Capcom - with spectacular results. We're talking amazing character detail here, with no noticeable scaling down of animation for each sprite! Quite a task for a system plagued with a 64 color palette & a recently half-hearted line-up of software, I'd have to say, although I do admit that I disagree somewhat with EGM's statements comparing the two 16-bit versions (there ARE noticeable differences, such as the bent oil can in Ken's stage, the character detail [subtly downsized to a small degree on the Genesis], & the somewhat more vivid SNES colors & better background details [the floating boat at Ken's stage & the moving clouds at Blanka's]).

Otherwise, the game is beautiful by either system's standards, & even the harshest of critics (yes, that'd be me) would have little to complain about.

As for the play & interest factor, little is missing here, as well - you basically get what you'd expect from an SFII game. In fact, with a six button controller, you get better control of the varying degrees of punches & kicks than the SNES game. Capcom was kind enough to remedy some of the problems arising from the difficult motions necessary to activate attacks like Dhalsim's teleport (any 2 buttons are good enough), although the forward, down, diagonal down forward motion that is the key to Ken & Ryu's best move is quite difficult to pull off. In reference to Chris' "SF2 Slang Guide", there'll be plenty to fucduppercuts to go around for everyone...

The game does not come off without a hitch, however. Its weakest point is definitely in the area of music and vocal effects, so those of you who find the twangy announcer's voice a real turn-on (& how couldn't it be?) will be displeased to discover that he, like the rest of the World Warriors have all swallowed cheese graters, & some screams (Chun Li's and Vega's particularly) have seemingly been reduced to synthetic train horns. I've heard better music on the Genesis, as well, quite frankly, the butchered tracks on Vega's and Sagat's stages for instance, are almost guaranteed to make you grimace.

Well, despite its amazing visuals, popular theme, & name recognition, I really can't recommend SF2SCE for those of you with the other two versions (it's pretty obvious why) - but if you've waited this long for the Genesis version without committing yourself to another system, well, you deserve to get it non gratis, but since system loyalty is never rewarded or even looked upon as a virtue, you'll have to shell out the exorbitant amount

of money to snag one. You won't be disappointed, however.

Silpheed

Game Arts/Sega - Sega CD

Reviewed by Chris Johnston

Silpheed by Game Arts/Sega is a very cool shooter for the Sega CD. Never before have I seen graphics like this on a home system, and the game itself is reminiscent of Galaga and Space Invaders. I happen to like both of these games, and this game wowed me all the way through, all 11 levels.

This game will definitely impress most of you. The music, voices, and levels are all perfect. The Sega CD has its signature game, and it is Silpheed.

The levels are challenging, but not too hard for the shooter freak. Some bosses can be easily defeated by simply dodging them for a while (they disappear after a bit, and level competed!).

The polygons are small, but that does not take away from the game content at all. EGM was totally off saying that there is no interaction with the polygons. There is, quite a bit of interaction. Level 2, Level 4 and up all have interaction with background polygons.

The intros are very well done and animated with no access time. The game itself has very little access time between levels, and that adds to the overall enjoyment.

I like this game. No matter what other people say, this is one of the best games ever produced. The 'GA' rating is misleading. Your co-pilots cuss at the enemy ("Shit... They got the carrier!", and "God Damn it! It's a trap!"). It adds to the realism. Would real co-pilots say "Oh darn! Our base was blown to bits! Let's kick some tail!"? No, only in Starfox you stupid! This is a very good game, and classic gamers will enjoy it, as will those who went gaga over Starfox. **OVERALL: 93%**

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Checks payable to Chris Johnston.

Page 13

Ren & Stimpy CORNER! Stimpy's Invention

Sega - Genesis

Reviewed by Chris Johnston

This game is not bad. In fact, it is the best R & S adventure you're going to get on any system. The 2 player simultaneous interface is fun, but it gets annoying some times when numerous jumps are required. You'd best take on this adventure by yourself.

The game itself is not hard at all, and you may breeze through it quickly. The passwords are a nice feature. On the hard difficulties, it is quite a good challenge.

The graphics are VERY good, possibly coming closer to the cartoon than TH*Q's SNES rendition.

The control is better in one player mode than in two. However, the game is not hard to control once you learn the different character moves. You can also switch characters during play by pausing the game and then selecting a Ren or Stimpy icon at the top of the screen (in one player mode only). This makes it easier to get through harder spots. But your life meter covers you and your buddy (whichever character it is).

So strap yourself in and get ready for a decent adventure game. Not enough boogers, though.

OVERALL: 88%

DEEDIOTS!!!

TH*Q - SNES

Reviewed by Chris Johnston

Ren & Stimpy is not a bad game at all. In fact, this is the best THQ has EVER DONE, period. The game has great graphics, great sound (faithful to the TV show), and a good enough challenge. Immediately when I turned on the power, I began evaluating it, because, I didn't know what to expect from THQ. The music was the theme to the show, and it was well done. The title screen didn't do anything for me (what one does?), but there is no options menu. The options menu could've had a sound test, controller config, sound effect test, difficulty select, etc. None here. The level screen wasn't too bad, neither was the story. Only it wasn't fast, as the cartoon is. It was frame,

fade, frame, fade, frame, fade. Why no animated story?

The levels aren't bad, and it's cool to play through. They're a bit long and a little repetitive, but, this is a THQ game. The control is surprisingly great, the animation in the game is good, and the sound speaks for itself. Ren says, "hurting," in a whiny voice when he's hit. Stimpy attacks by saying, "hey Ren," and there's also, "I'm...So...Happy!", "You Eeediot!", etc.

This game would not be on the worst of the year list. If anything, a few of Sega's Genesis titles beat it out (may I mention Dinosaurs for Hire, Jurassic Park, Ranger X, etc.) for that honor.

If you like R&S, rent it. This is a decent game with an enjoyable interface. It'll take a few tries, but you'll get into the game eventually. Now let's see if THQ will continue...
OVERALL: 70%

MONTANA EXTRAUAGANZA!

Montana CD

Sega - Sega CD

Reviewed by Chris Johnston

Joe Montana's NFL Football is the first football title for the Sega CD. This game is not the best, but if you can put up with blocky graphics, access times galore, and Joe's idiotic face & his advice, then by all means, take it.

This game falls short in spots. It sometimes blanks out (freezes), especially on the top-loading Sega CDs, and it also has choppy graphics. The players are unrealistic, and it seems to be a throwback to the old Atari Football game, where the players were space aliens. It really is too blocky to be good. You see the field from the same perspective all of the time. There's no way to change views to an overhead view. It would've been a lot better if there was a way to do this. The players seem to slide around a lot, as if the field was made of ice.

Also, there is no playbook. You basically have to hunt for the plays you want to do, and that gets boring, especially if you're looking for one in particular. Very poor choice. The "Ask Joe Montana" interface sucks, and he looks as if he is airsick and high (yes Sean, at the same time!).

The sound is realistic. Air horns, crowd, everything's in there. The music at the title screen isn't bad, but it isn't overly good.

The playability is bad. It's very slow to move, and once you are moving, it's hard to see where you're going, especially if someone's blocking your 3/4 view. And, I said before that the graphics suck.

I would not recommend this game to a football fan. Stick with EA's fine sports games. This is a piece of garbage that's not more than a simple distraction. It seems to me that this is an unfinished game. Wait for the Genesis cartridge, it looks better than this trash. Two player mode is kind of fun, though. It's a possible rent, never an own. OVERALL: 55%

NFL Football '94

Starring Joe Montana

Sega - Genesis

Reviewed by Chris Johnston

This game is probably one of the best football games that Sega has ever done. Not that I ever actually sat down and PLAYED any of them. But this game is very respectable.

Funny that nowhere on the box do the words, "Sportstalk", appear. Yet, it DOES have the play by play announcing that we all have come to know and love (make fun of too). However, it clips along at a reasonably fast pace, with little or no real delay.

The quality of voice is a little better than previous Sportstalk games. However, the game really shines in the graphics department. This game has really great graphics, and the "Zoom In" is done particularly well. This game surpasses Montana CD in graphics 1000%. No blockiness, and the clarity is amazing.

Referee cinemas are very well done. There's no playbook, so trial and error is what you'll need to do (as with Montana CD). I laugh at the fact that I enjoyed this game. The Sportstalk is completely hilarious when playing a two player game, and even when playing a one player exhibition, it's a blast. It's a playable game, and Sega can only go forward from here. Now where's our better baseball game?

This game comes recommended. It's amazingly fast, it's got a lot of

different options (weather, stadium type, views, etc.) plus all the features of previous Montana carts. An hey, Rich Karp worked on this one. Good job, Sega! **OVERALL: 93%**

Run Saber

Atlus - SNES

Reviewed by Tyrone Rodriguez

You won't find a review of Run Saber in any prozine. Why? The idiots reviewed it in June. On to the game.

Yes, Run Saber has yet another sci-fi plot found this kind of game. Too much pollution on Earth, must leave, Dr. stays back, Dr. turns evil, must kill doctor and save Earth.

Cast in the role of Thunder Saber (Male) or Flair Saber (Female) or both (2-player simul.) you must hack-n-slash your way through five areas. At your disposal are jumpkicks, slide attacks, slashes, and magic (AWESOME!). Run Saber is very similar to Strider [Ed. Actually, it's a perfect mix of Strider, Streets of Rage, and Super Ghouls N' Ghosts], but in this game you can go at it with a friend.

As expected from the SNES, the visuals are clear and detailed. Levels include jungles, factories, etc. There is a ton of parallax scrolling to be found throughout the game. All the characters are about half the size of Strider's.

The main characters have some fancy special weapons. Thunder Saber calls on the power of an electron Dragon, while Flair Saber lets out an ice hurricane. Run Saber even controls well; some might be bothered by using five buttons, though. Most of the music was enjoyable too. It really had nothing you really wanted to turn off.

All in all, Run Saber is enjoyable while somewhat short. Doesn't get boring quick, either. Good enough to recommend.

QUOTABLE QUOTES:

"Spank me like the bad puppy I am" - Nathan Hauke

"Yes, I'll have some. Thank you." - Genesis Krzyzaniak

"(FZ-1), Fanzine Interactive (HA HA)" - Ron Hood

"I'm thinking of buying a yo yo", "I can see that," - Brooks King

"Real Quick, Real fast, No questions, don't ask" - Michelle C.

Jurassic Park

Ocean - SNES

Reviewed by Chris Johnston

Jurassic Park is not a bad game. In fact, it reminds me a lot of game like Zelda. It's an overhead view quest game, with elements of an action scroller added in. The Wolfenstein-ish sequences are very good, and the sound is in Dolby Surround. The game is not bad, it just needs more to make it great.

As with the Genesis version, this one follows the book mostly, and it plays well. The control isn't bad, however, when outside in the open, it reminds me of Zombies Ate My Neighbors. You can't easily shoot a dino that is following right behind you. They come out of nowhere at the beginning of the game, and as you restore the power to the park, your radar shows up.

The game has great graphics, and a few digitized pix from the film. The gameplay is good, however, it could have been better. Also, the sound needs work. Sure, it's surround sound, but the music fades in/fades out when you cross into a different area of the park, and there's a little bit of complete silence in part of the game. The music is techno and then it switches to orchestrated pieces. Overall, the music didn't impress me too much. It would've been nicer to have the two songs mix together then overtake, rather than fade in and then fade out with 10 seconds of silence in between.

The game itself is better than the Genesis version. Although really, that doesn't say much. Good, not great, but worth a look. **OVERALL: 85%**

HAUNTING Starring Polterguy

Electronic Arts - Genesis

Reviewed by Chris Johnston

Haunting is EA's chance to get a unique game out to the market in between their sports games. And, while not the greatest of game challenges, it holds up well.

You're Polterguy, and your mission is to scare the evil Sardinis out of their house(s). To do this, you activate scare 'ems by jumping into objects when you see a little indicator light. Between rounds, you try to collect ectoplasm to keep on playing. It's also a two player

game, which would probably attract younger players.

The game's difficulty is low. It's pretty easy, and if you rent it, you will beat it. It's actually not hard to get the hang of it, and it's rather amusing after a while. The scare 'ems are cool, and the Sardinis are a very wild bunch (they just walk around, admiring their house!).

The graphics are cool, set in an Immortal-ish perspective that is a bit of a task to get used to. It moves pretty quickly, and the levels are varied. The ecto levels are cool, and they are usually different each time.

The sound is good, but not the best I've ever heard. The challenge is not there though. Playability is on its side, as it's rather addictive.

This game is by the creators of the 720 degrees arcade game, and the graphics are reminiscent of this. I would've liked more levels, maybe a family a level, and a bit more technique to the spells. Also, a little more ecto life would be cool. How can someone who's already dead, die? More technique please, and hold the mayo. A solid rent. **OVERALL: 80%**

Super Empire Strikes Back

Sculptured Software for JVC - SNES

Reviewed by Chris Johnston

Super Empire is the long awaited sequel to the original Super Star Wars, a masterpiece of a game that pushed the SNES to its limit only a year ago.

But this effort, lacks a lot of what made the original very popular. First off, the difficulty, even on Brave, is very high. The control is very bad, and it's hard to tell if you hit an enemy or not. The music is awesome, of course, and is up to par with the original. Some of the exact same sounds are in this version too.

The playability is very low, because of the high difficulty of the game, and because of the bad control. It also has a lot of slowdown and flicker. This makes it seem very, very frail in comparison to the original title.

Sculptured Software did not do a good job on this one. If games were judged on music only, this game, and MK, would've scored very high. As is,

this game seems unfinished. Seems to me a lot of games are unfinished these days.

I would say, try it. If you can get past its faults, you have a decent game that plays O.K. Some of the demo screens of later levels that I saw looked impressive, but nothing special. It depends what you look for in a game. This has lots of cool graphics, and sound, but hardly any addictive gameplay. This one seems to be going the way of *Ninja Gaiden* and *Castlevania*. I just didn't like the sequel. **OVERALL: 77%**

Final Fight 2

Capcom - SNES

Reviewed by Jeff Adkins

How many times have we anxiously awaited a certain game's sequel only to be disappointed after playing and finding out that much of the original flavor has gone bland? *Final Fight 2* certainly falls into this category. Yes, there are some new moves and characters to use, but unfortunately Guy, one of the street brawlers from the original arcade game is still not included. Cody has also been removed while on vacation with Mike Haggar's daughter Jessica, the damsel in distress from the first game. But with her looks who can blame him.

The Mad Gear gang is back in operation, this time wreaking havoc around the world. Players can go solo or team up on screen at the same time, which is one of the games few strong points. In the original *Final Fight* for the Super NES, only one player can clean up the streets of Metro City. But even with the two player setup the game lacks and challenge whatsoever due to the total ineptness of the thugs. Even the bosses at the end of each round are mere knuckleheads moving and jumping right into your punches and kicks. Anyone with two hands and eyes can rumble right through the easy mode. On my second attempt at the expert mode, I was able to mop the floor with Retu, the new leader of the Mad Gears at the end of round six, the last round. There is also a normal and hard difficulty setting, but not much difference between any of them. If real life hoods were this stupid, the law enforcement agencies of the world would have no problem keeping the

streets free of crime.

The game consists of six rounds with players traveling to Hong Kong, France, Holland, England, Italy, and Japan. The main goal of the game is to rescue Genrausyi and his daughter Rena from Retu's clutches at the end of round six. The two new characters to choose from besides Haggar are Maki (Rena's sister) and Carlos. All three have individual fighting techniques and special moves to use against the Mad Gears. Haggar is the strongest with some devastating wrestling moves, Maki, while being small is extremely quick, and Carlos is an all around fighter and also carries a sword. His special sword move can slice and dice any enemies nearby. As in the original *Final Fight*, performing any of the special moves depletes the life bar slightly upon each use.

There are also some new enemies to deal with. But once players figure out their patterns, the rest of the game is a cinch.

Besides the six rounds of fighting mayhem, there are two bonus rounds. Players must finish both bonus rounds in a set amount of time in order to receive mega-points. Food and special items such as barbecues, diamonds, candy bars, and watches are hidden in some of the barrels that can be broken by punching or kicking them during the regular rounds. But the rolling barrels from the original are not included for some reason.

Overall, *Final Fight 2* just doesn't have the same zest to it that the first game did. I couldn't wait for it to be released, then upon finally playing it I felt deprived as far as getting a decent challenge. How many more sequels are we going to see that just plain reek. Rent it first if possible. It's hard to imagine spending \$50 for it.

Clayfighter

Interplay - SNES

Reviewed by Chris Johnston

Clayfighter takes the fighting game genre, and borrows moves from *SFII*, and turns it into an all-out beat fest. It's very fun to play, however, this game lacks some of the depth found in *SFII* and *MKII*. This game has strategy to it, but not that of *SFII*.

The game is very well done graphically. Better digitization than *MK* on the SNES. Better sound than any

game on the market, and some really good moves. The music is somewhat bland, but it is OK. The voice knocks you away though.

At the SCES, I was convinced that I would need this game to live. And sure enough, I've played it and mastered it even on *HARD*. The game is fair enough that it won't discourage a beginner, and hard enough so that veteran fighting game fans will come back to it. The computer is unfair in spots (like *SFII*), but it's really a matter of you need to get the first shots in quick. Especially on the *HARD* difficulty. If you don't, the computer comes off with massive combos that will kill you within seconds, and reduce you to a pile of mush.

The game blanked out on my a few times (as does *SFII Turbo*), but it shouldn't be much of a problem.

The Turbo speed adds fun to the game too. It seems as if you are actually playing *SFII Turbo*, because everything moves really fast on the higher game speeds, and it's even harder to then play the *HARD* difficulty. Basically, I think that the engine of the game is the same as *SFII Turbo*, but the game is more fun.

This game is fun to play in a group, but you'll want to also play it by yourself when you're bored of *SFII* or *MK*. Anyhow, I'd recommend this game, even if you're not into fighting games. **OVERALL: 93%**

Sonic CD

Sega - Sega CD

Reviewed by Chris Johnston

Sonic CD is a masterpiece. It equals the fun of both previous *Sonic* adventures, and surpasses them in overall depth. The game itself is not very hard the first time around, but to master this one, you've got to find all of the time stones, and make all of the futures good. This is a task that you would have to give me more time on.

All of the levels are beautifully drawn, as complex as *Sonic 2* in detail, however, back to *Sonic 1* in method and layout. There are mucho loops, springs, and overall intense action that this game is a very good showcase game for the Sega CD. Now why didn't they release this one back when the Sega CD first came out?

The music is very good, however, I would like to hear the Japanese techno version also. Spencer did a nice job, but some of the music doesn't fit the game too well. Although it is good and well orchestrated.

The game's control is awesome! Not a glitch to this one, unlike Sonic 2. I'd say that this is a good contender for Game of the Year. A new Sonic game was just what I needed. Now having filled me up for a while, how 'bout a Sonic classics disc, with 1 & 2 redone, plus a new unreleased Sonic adventure. Heck! I'd buy it just for that! Put the Sonics from the Game Gear on a CD, and I'll buy it.

The ending is very cool, with animation that is better than your average Sega CD game, and even better than the animated Sonic we see here in the states. Call the ending anime Sonic the Hedgehog. That's what I like...

If you're a big fan of side-scrollers, like I am, this one will not disappoint you. It's a really great game. **OVERALL: 95%**

PUBLIC DOMAIN

By Tim Johnson

Howdy everyone! Yes, the jerk is back with another article! And it won't be pointless wither! In my first paragraph, I would like to apologize to everyone for not really getting back to them and their letters... I think that I've covered just about everyone that has sent me a letter, and if not, I probably will be sending you one very soon. Keep this in mind.

What seems to be a big controversy lately is Sega's new ratings system. I personally don't care for it, unless Sega plans to release XXX-rated games, then of course, it is for the better. But what will tick me off is if us kids below 17 or whatever are barred from some of the types of games that we were able to play before. People are acting like video games are causing all these problems, yet there haven't been any problems announced yet! There was no reason to introduce a new ratings system, so why did they do it? Who knows. I really don't want to see it hit any other platforms; I don't have a Genesis, so it doesn't effect me, but maybe some Genesis licensees will enforce this trend on the SNES system too. That would get awful. [Chris - actually, it has. Look on the box for Leisure Suit Larry 6, and there you'll find an MA-17 rating on it. And, on the back, it mentions that the rating is a trademark of Sega or something. Wild stuff.] Video games for kids my age would turn into Smurfs and Saturday Morning Cartoon based Mario side scroller games, and TH*Q would take over as the premier video game producer! All the game companies would steer away from the violent game because only a small portion of the gaming community would be

allowed to purchase the game! Of course, no one has taken into account the resale value of these games. A 21-year-old buys 20 of them and then goes and sells them to 10-year olds for \$80 each....it could happen.

I can't wait for the Jaguar! It is going to be so awesome! Check out my Jaguar article in this issue for all the details and my opinion on the whole deal.

This month's Obituary: The Lynx and the NES.

The Lynx, as you have heard SO many times, had a lot of potential. The best specs of any of the portable systems. But, Atari didn't ever release any software, and sometimes when they did, it was a bomb. Many people, whether it had been developers or commercial people, saw Atari and Atari's business plans, and got immediately turned off. Some people, like me, read over the articles about it and bought INTELLIGENTLY, and found that the Lynx was the best portable system, so we bought it, and were happy, now with the talk of the Jaguar, we have NO hopes of new software for our system. Anything that was planned for the Lynx has now been ported over to the Jaguar; and anything that IS released we have to order directly from Atari, because they have no outlets in stores for our games! As we all know, with some aggressive...uh...something, Atari could have avoided this!! Oh well, too late now...

The NES: A story is not needed. A few people are just coming into gaming and their first system is a SNES! Seems weird, doesn't it? Well, it's true. This was a good system and without it, we wouldn't have had video gaming, and I

wouldn't be writing this right now, unless I was mentally deprived... I mean, writing about something that doesn't exist, never has, and never will? The Lynx would have still been alive to this day had Atari taken an offer...did y'all know that Atari had a chance to market the NES in the states? yes, Nintendo of Japan gave Atari the option.. but they didn't take it. I guess if that Atari had marketed it, we wouldn't be here anyway, because Atari bringing out another system didn't make any difference, we needed a new company like Nintendo to come in.

About this 64-bit Nintendo system planned, aargh. That's exactly what we DON'T need. But, if they will make money on it, they'll do it. By the time that a system is released, VR will be inexpensive at the arcades and everyone just about will have experienced it...so a system of that sorts will be successful. However, the SNES still hasn't hit ANY KIND of its top abilities. Oh well, if Nintendo and Sega cause another demise of the video game industry, who knows if it will come back, because it is such a major industry that it would take a MAJOR blunder to tumble it. But with the right kind of mistake, I'm sure that Nintendo or Sega could pull such a blunder.

That's about it for this installment, I don't know if it was short or long, I just hope you enjoyed the readin'.

Digital Output

By James Catalano

MOON PATROL: OK home version of Midway's arcade game that has you roving over the surface of the moon, blasting any obstacles and alien invaders you might come across. Graphics here are serviceable. Your craft and alien ships look good, but the background lunar landscape is bland, void of any detail, and does not change. Still, there is a neat parallax effect as you drive over the surface. Control is good, but the game does not have long lasting playability due to repetitive gameplay.

TAC-SCAN: Sega on the Atari

Page 17

2600? You bet! Before the SMS and Genesis, Sega made a few home versions of their coin-ops for the 2600. Tac-Scan is one of them. In this vertically scrolling shooter you ran a squadron of ships, up to 6 at one time, through waves of attacking alien spacecraft. Although the graphics are sparse, consisting of a scrolling starfield, lasers, and spacecraft, the intense action makes up for it. Getting harder and faster with each wave that is passed.

ASTEROIDS: It was a popular coin-op, and the home version was just as popular. Shooting rocks in space... To think that was fun back then!

DONKEY KONG: As popular as Street Fighter II is today, the same was the case with Donkey Kong back then. Here, the now-famous Mario had to climb up a variety of platforms to rescue his girlfriend from the clutches of Donkey Kong the ape. Although the 2600 version of this classic arcade title is good all around, it suffers a bit with only 2 screens to play on.

WARLORDS: Yet another Atari arcade hit that translated perfectly to the 2600. Here, Atari takes the popular breakout concept and adapts it to a fantasy setting. With up to 4 players, each manning a catapult to protect their respective "castles", of which are located at the corners of the screen, each must try to destroy the other's castle and kill their king with a fireball. Colorful graphics and strong gameplay make this cart a winner.

DODGE 'EM: Perfect translation of a very old Atari coin-op. In this game, the player drives a slot car around a track collecting dots. In the player's way are drone cars that must be avoided. The trick is that the player can only switch lanes at certain points of the track. This gets harder and harder to do, as the speed of the drone cars increases with each round cleared. Great gameplay!

POLARIS: A loose translation of a Taito coin-op, Polaris puts you in a command of a nuclear attack sub out to destroy the enemy's fleet of ships, planes, and subs. Between battles you must maneuver the sub through underwater channels, blasting mines

along the way. Although the graphics, sound, and action are great, the game gets a little boring after a while.

MARIO BROS.: Yet another Nintendo arcade hit that was ported to the 2600. As Mario, you must try to rid your basement of various pests that are coming out of the pipes. In case Mario needs extra help, a second player can join in on the action as Mario's brother Luigi. The graphics are good. And even though the gameplay is a little easy, it's somewhat addicting.

MILLIPEDE: In an original twist on the slide and shoot theme, Millipede has the player battling garden insects. Besides the multi-segmented millipede, the player also has to contend with swarms of spiders, beetles, mosquitoes, bees, inchworms, dragonflies, and earwigs. Fast and intense gameplay, along with an ever-changing playfield, truly makes this game a timeless classic.

GRAVITAR: Based on a little-seen Atari arcade machine, Gravitar is best described as a hyped-up lunar lander. Here the player must maneuver through various space-based and underground installations, collecting fuel pods and destroying laser cannons. Open-ended gameplay, along with interesting difficulty factors, makes this translation one of the best carts for the 2600.

TUTANKHAM: Here is an average translation of a really old maze action adventure coin-op. Cast as an Indiana Jones type character, the object of your quest is to seek out treasure in various tombs. In your way are the typical dungeon/tomb creatures like spiders, snakes, bats, and scorpions. There are also some unusual beings like wolf heads, monkeys, and flying stars. Your defense against these beasts is a laser gun that can only be fired horizontally left or right. Overall, this is an OK conversion. Nothing special, but not bad either.

CENTIPEDE: Before there was Millipede there was Centipede. Same concept but not as intense. Still a good game.

DONKEY KONG JUNIOR: Mario has finally captured Donkey Kong, and

it's up to junior to rescue him. Unlike the 2600 Donkey Kong, this game has a lot of variety with 3 screens. Each requiring different gameplay. The only bad thing about this otherwise great cart is that it gets too hard in difficulty too fast.

Well, we've reached the end of our tour of the 2600 Arcade. I hope that this has made the Paradox readers who have requested more classic coverage happy. Again, I've hoped that you have enjoyed this little trip down videogame memory lane.

Here is a notice for all you Atari home computer gaming fans. I am changing my 'zine, CLASSIC 8-BIT ATARI, to a software catalog format. For a catalog, send \$1 and a long legal sized SASE to:

CLASSIC 8-BIT ATARI CATALOG
c/o James Catalano
639 W. Grace, Apt. 336
Chicago, IL 60613

Until Digital Output switches on again, these have been thoughts translated to words through typewriter by yours truly.

Fandom Vortex

Your Source of Fanzine Rev's
with Chris Johnston

Welcome again to the Fandom Vortex. This month, a new tradition will be started to the already growing Vortex. This time, we add a prozine review. This month, it'll be issue #53 of EGM, and next month, a different prozine. I think it's a good idea to review the pros, and keep 'em in line. Another thing, we can't review everyone. The best 'zines we receive each month (or the first issues of new 'zines) will be reviewed. Let's dig in!

Electronic Gaming Monthly, Edited by
Ed Semrad, Monthly, \$4.95
1920 Highland Ave.
Suite 222
Lombard, IL 60148
Issue Reviewed: #53, December 1993

The last issue of EGM for the year, and one of the best yet. It has a

Page 18

lengthy tips section (something that I enjoy), as well as coverage of the latest and greatest imports, coin-ops, and console games. I like the Interface section. It's really different from any other mag's letter column. Add a fanzine review box to review one 'zine a month or something, and it'll be perfect!

A few things I miss from the older EGMs: the release date calendar was very cool, as was the Next Wave list (although that could get long). I like the new EGM for the most part, and it is getting better with every issue. Giving Die Hard Game Fan a big run. All the fact files are good, but I'd like to see a newer slate to games reviewed. Where's a Cybermorph review? Oh well, I can wait. The MK II coverage was good, although the pix were blurry.

By the way, why not put your names down the side of the Review Crew. It's hard to tell who's who since there are 5 people on the review crew's first page, but 4 on all the rest. Identify yourselves guys! Overall, this issue of EGM is recommended. Great coverage of everything!

Game Zero, Edited by Bryan someone or other (friend of EC bud), FREE!
P.O. Box 169
Columbus, OH 43216
Issue Reviewed: Vol. 2, #3

Game Zero, after hearing about it for a long time from the ed of Electronics Conquest, is a very good 'zine. Done in a two color offset, this 'zine has a great original cover design, and a great layout throughout. It does have advertising, but no biggie. The editorial is well written, as is all the material in this high-quality 'zine. An article about the Jaguar, Computer Game Reviews, reviews of vid games on all systems, short reviews, and RPG coverage, as well as a page of tips and a humorous back cover fill this particular issue.

Game Zero is very well done. And, at the price, it's a steal (literally). I'd recommend that you see one of these. It's pretty good.

Adult Gamers' Quarterly, Edited by Rick Schrand, \$15 for four issues, quarterly
4123 S. Ridgecrest
Springfield, MO 65807
Issue Reviewed: #3, Winter 1993

Having folded up the Genesian, Rick goes on to pubbing what is dubbed as: "The Newsletter for Parents and Mature Gamers". Is that saying that all mature gamers happen to be parents? Or are all parents mature gamers? Wild.

Anyway, the 'zine is good, it's got news, reviews, and insights, as the headline says. But, it is not really for the faned-ish reader. I'd say, get this one and give it to your parents! Maybe then they'll understand your wacky hobby. At any rate, this 'zine has a commentary/editorial about Virtual Reality and the commercial-ness of it all. An editorial about the advertising of video games for the holidays caught my attention. It sounds a lot like a parent who has no sense of humor, and even thinks that words like "bitchin'", or "kick some ass" are harmful. It also talks about how harmful violent games are, without mentioning it though. Well, I guess I can see it. But then why in the review of Mortal Kombat does he say that he won't give the gore code to his daughter? Is he afraid that she will not know reality from fantasy and kill him? Does he not trust his own kin? Hmm... I tend to disagree with this one. It is not video games or the advertising for video games that are harmful. When was the last time you saw the news?

I think that if you're an older gamer who might be interested in this kind of stuff, it might be worth it to read this. However, it for sure is NOT for all gamers. That's why it's called AGQ though.

Fanzine Of The Month: Spectrum!

Spectrum #4, Fall 1993, \$1
Edited by Ara Shirinian
10904 Haislip Ct. Potomac, MD 20854

This is grown into one of the best fanzines that has been around in quite a while. Anyone who says the latest generation of 'zines isn't improving, they must see this 'zine.

Done on a Mac (hey, whoever said Apple was bad?), this 'zine has a very attractive layout. The "continued on..." roadmaps are gone (for the better), and the vast array of fonts at Ara's disposal leads to a very attractive look.

This is the place to go for computer and video game reviews, tips, and more. Reviews of U.S. and Japanese games

alike give this 'zine an edge over other fanzines without this comprehensive coverage of all formats.

Al Giovetti brings it in with an interview with Star Trek's George Takei. Ara gets the word out about RGB cables and their benefits (I have one for my Genesis to an AppleColor RGB, and it IS GREAT!, 'specially with Silpheed). Some predictions about the future of SF2 games, an excellent tips section, and multi-player reviews. This is one of the few (but proud) 'zines that gives coverage to the Turbo, so Turbo owners take note.

A 'zine that goes highly recommended.

Access Time, #1, \$1.50
Edited by Genesis Krzyzaniak
701 Patterson Ave.
Austin, TX 78703

Access Time is a great first effort from Genesis. Who said first issues are always bad? This one has an impressive layout, a good sense of humor, and space devoted to opinion. There's also Too Much Coffee Man, a comic by contributor Shannon Wheeler. The Editorial is well written, and in general the 'zine is very impressive. There's a wealth of reviews and tips in this 'zine, as well as good news bits.

While a little light on the opinion side, this 'zine shows a strong effort from Genesis. Of course, as all zines do, it will improve with time, and it is definitely on the right track, try one.

WarpZone, #2, Late Summer 1993, \$1
Edited by Matthew Smith
2509 Newington Ct.
Clemmons, NC 27012

Another zine that is new to my eyes, this one is also quite good. While you'll find no flashy layout here, the reviews are straight forward, and the opinions are nicely packed in a 2-column format. A great review section (Play It or Slay It?), a hardware review section (Testing..1,2,3...Testing), a Player Challenge, and numerous opinion articles are the features of this 'zine.

Matthew's got a good 'zine, and the opinion is very good to see in an age where fanzines come up with mostly reviews, and rehashed prozine material. A very good effort, and I suggest that you try a copy.

HyperZine, #4, Sept./Oct. 1993, \$1.25

Edited by Matt Lotti

3251 Camelot Dr.

Bethlehem, PA 18017

HyperZine is a very good fanzine, with many great contributors (Alex Frias, Ulrich Kempf, and Jess Ragan, to name a few). HZ's got lots of everything: a well done letter column, editor bios, a good review section, a multitude of opinion columns that cover any and all subjects.

This particular issue of HZ is one of Matt's best. Looks great, reads easily, and has very up-to-date stuff. Did I mention that the opinion columns were great? Matt's writing is very good, and his ideas and opinions are well-expressed in the pages of HZ.

This 'zine is definitely one of the better ones out there. It has everything that a fanzine should have, and has earned your readership. Pick up a copy today.

Counterpoint!, Issue #5, 50 cents

Edited by Paige ????

P.O. Box 88042

Kentwood, MI 49518

This 'zine has lived a very short, yet dramatic life. We reviewed issue #1 of it last time around, and since that time, 4 quality issues have been released.

Now, comes the news that Paige is leaving video game fandom, closing up Counterpoint!, and leaving the face of the Earth, because of a stupid little bit of skepticism that went around by a few faneds (I'm ashamed to say that I was included in this).

This is another good issue of Counterpoint!, with a cover done by James Catalano (editor of Classic 8-Bit Atari Disk Catalog). The writing is pure Paige, all the way to the About Me section. And as always, quite a good editorial and letter column.

She has gained such a strong following in a very short time (the biggest following a fanzine has probably gotten in that short of a time), and I think that she should keep the ball rolling. By dropping out because of a rumor, you are definitely showing everyone that Paige gives up easily. Not the typical video gamer "fight to the finish" way.

A very good issue rounds out the life span of Counterpoint!, and hopefully, if enough people write to her (begging and groveling), she will

once again return.

SUB-ZERO, edited by Chris Dyer and Aaron Brown, 75 cents

Rt. 2 Box 2366

Tulahoma, TN 37388

Issue Reviewed: #1

The first issue of Sub-Zero is good. It is a first effort for Chris and Aaron. However, it is very energetic. A cool collage cover of video game mascots starts it all off, as well as welcome from the two editors. A few typos, but that's not necessarily bad. A well-drawn comic called "Craneum", about a mutant fighter from Iraq who is out to destroy the power plant that mutated him is a highlight. A SCES spotlight, as well as a few opinion articles and nice original art round out the issue. All in all, a good first effort from Chris and Aaron.

Blip! Entertainment, Edited by Tim Johnson, \$1

2008 Colorado Ave.

Rockford, IL 61108-6062

Issue Reviewed: #6

Tim's fanzine has grown a lot from its first issue, which was partially typed, and partially hand-written. This one has very attractive layout, with many a font trick. Tim's cynical-Illinoisian humor shows through in many of his articles and features. This issue features a music review column called "Headphone Haus", a fanzine review column (always a must), a Jaguar article, a video game violence article, IBM reviews, 2600 reviews, and reviews of SNES, Lynx, and Turbo games. Very well-written, and it is a recommended fanzine. You can also see some of his writing here in Paradox.

Heck! That was a lot of 'zines! Anyway, send yours in and then look her for a review! Sorry that we can't spotlight all the 'zines we receive. Next month, we'll include a list of the best single issues from fanzines of the entire year. Bonus! Ninja wheel, OK! Anyway, send it all in!

For a complete list of currently publishing fanzines, send an SASE with 2, 29 cent stamps on it to Paradox Fanzine List, 316 E. 11th Ave., Naperville, IL 60563-2708. The list includes the names, frequency, and a short bio on each 'zine.

I Have A Beef With World Heroes 2

By Tyrone Rodriguez

This game has been out for quite some time. Lately I have noticed it has no pre-required skill necessary to play. A few points, you can cheat, and the computer sucks! Almost forgot, combos are built in, STUPID!

Yes, I just found out the other day. I saw someone playing with K. Dragon doing some awesome combos, HE WAS PRESSING THE SAME BUTTON! This has no strategy at all.

Next, the computer is brain dead. With Fuuma, Hanzou and J. Maximum I do a fireball/football then dragon punch/shoulder thrust to the approaching opponent. Worst yet, Fuuma can do the Dragon Punch in the air (sigh).

Lastly, you can cheat on human opponents. This is the easiest task to perform. I was knocked down and has someone walk up to me and throw me while I attempted to do the same. I hear a lot of ya' saying if you can do it it's not cheating, firetruck you (California humor). A game is not fun if you can't rightfully beat a cheater.

...Conclusion, World Heroes 2 is a decent game with original characters and a good concept; don't ruin it with horrible control and mediocre endings.

Video Game Violence

by Chris Johnston

So, if you've been reading the local papers, or watching the news, you've seen that the video game violence topic has once again surfaced. Of course, this is usually the exact time that it does (around Christmas). It seems that our politician "representatives", seem to be taking it upon themselves to say what the industry HAS to do.

Well, the accompanying news story says it all. Video games are bad... Plain and simple. Stop playing them, you might accidentally kill someone when not even thinking about it, KID!

That's right, we're kids. Are we? Sega themselves say that 40% of their users are over 18. Drop that to over age 16, and it's over 50%. So, the majority of video game users are NOT minors who do not know right from wrong.

Video Vixens, Violence, and Viewers

Violence in video games spurs calls for ratings system

REUTERS

WASHINGTON—Children's video games should carry ratings like movies to warn parents if they have sex or violence, television's Captain Kangaroo urged Wednesday.

"These are not harmless toys," Bob Keeshan, who starred in the popular children's program for over three decades, said at a news conference with Sen. Joseph Lieberman (D-Conn.).

"We're talking about video games that glorify violence and teach children to enjoy inflicting the most gruesome forms of cruelty imaginable," Lieberman said.

Keeshan said video games could be worse than violent TV programs because children play the games and get more points if they are aggressive and use violence.

Lieberman showed scenes from two games made by Sega of America as examples. In *Mortal Kombat*, martial arts characters fight each other with the winner ripping out the heart or tearing off the head of the loser.

In *Night Trap*, hooded men grab young women and hang them from meat hooks or drill their necks to drain their blood.

Lieberman said sales of *Mortal Kombat* were expected to top \$100 million this year.

The games cost between \$40 and \$80 but can be rented at video stores for a few dollars. They are also available in video arcades.

Lieberman's bill, co-sponsored by Sen. Herb Kohl (D-Wis.), would give the video game industry one year to produce "a credible, uniform system to warn parents." If the industry failed, the bill would create an independent council to impose a warning system.

Sega, which has its own ratings, said the software industry should develop a rating system rather than Congress. Sega's ratings are GA for general audiences; MA-13 for mature audiences with parental discretion advised, and MA-17 for adults, not appropriate for minors.

"No one wants young children exposed to violence or themes more appropriate to a mature audience," said Bill White, Sega's vice president for marketing. "More than 40 percent of our software users are over 18. The adult market today wants something more than just playing Pac Man."

Lieberman said future games would become even more realistic as virtual reality technology is developed.



Keeshan

(continued from previous page)

It's very, very sad to see Captain Kangaroo, someone that I grew up with (and taught me right from wrong I guess), telling me that *Mortal Kombat* is something that will turn me into a cold blooded killer. I'm sorry, Mr. Keeshan, but I'm not a killer, and *Mortal Kombat* is in fact, very safe.

It seems to me that Snoop Doggy Dogg had it right. In an interview with MTV News, he said something to the tune of, "if you oppose the lyrics in my music, don't censor it, ask you child why it's appealing. Try to understand the lyrics and why they appeal. Don't try to take it away. It's just me." Well, I don't like Snoop's music, but the same thing goes for video games. Parents should ASK their children WHY they like it, and teach their kids that the game is only fantasy, not reality, and that this is not acceptable behavior in the real world. Believe me, this proposed ratings system is not needed.

The fact is, that the games they all point out in their reports, are 2-5 out of literally thousands of games produced for home video game systems. These games may not even be that popular (i.e. *Time Killers*, a true dog). The fact is, that for every violent game, there are many more non-violent games that are as fun or more fun than these "questionable" games.

Of course, this is working for a ratings system, which, at this point, is VERY unnecessary. Sega has a self-appointed ratings system, while not always right on target, is pretty close. Nintendo also has a ratings system in place - internally. This keeps violent games out of the hands of Nintendo owners.

There of course, is the fact that many games made for Nintendo's systems have violence in them, period. *Street Fighter II*, *Out of this World*, etc., they could be called violent in some circles. But, the fact is, that if a game is not fun and challenging, the game will not sell well, and the companies who make it will drop the violence (i.e. once again, *Tim Killers*).

There is also my point: Parents who are usually the main buyers of the games for the kids, can easily flip over the box and READ IT! If too much violence is described, then don't buy it. Ask a salesperson. I work at a software store, and if a person asked me how violent a game was, I would be sure to tell them. Most people who sell the games know them well. Don't be afraid to ASK. Call the Sega hotline (1-800-379-KIDS). Be educated! Subscribe to *PlayRight*, the video game magazine for parents (call 1-800-238-1313 for more information on this one).

It is a plain and simple fact that most parents buy games for their kids. Kids can't buy games themselves. When was the last time you saw a five-year-old plop a \$50 for *Night Trap*? Not lately. Has anyone seen the rated version of *Night Trap*? There is one.

Seen anyone completely fixated on the gore content of a certain game? If anyone talks MK, they talk about the gameplay more than the blood. Even though it is an integral part of the game.

I think that more of this uprising is pointed towards the arcade version of MK, *Time Killers*, *Lethal Enforcers*, and the other games that contain violence. There's simply no way to rate those. All parents can and SHOULD do is prevent their kids from going to arcades. Or, go to arcades with them and make sure that they play wholesome games, like...like... well, there's always *TRON*.

Remember, the Genesis version's fatalities are the same as the SNES version's without the blood code. This is something that I believe these officials do not realize.

Now onto the Senate hearing:

The Senators involved in the hearing that took place just this past week as I'm typing this, were Joseph Lieberman from

Connecticut, and Herbert Kohl, from Wisconsin. On the panel, were Bill White from Sega of America, Howard Lincoln from Nintendo, a representative from a Video Software distribution organization, someone from the AMOA, and a rep from the Software Publisher's Association.

The Senators, during the hearing, acted as if they had obviously not educated themselves about the video game industry at all, and prepared some basic observations without getting down to the bottom. They referred to Night Trap as an arcade game more than once, and they referred to finding, "the Sega version of Mortal Kombat" in an arcade. It had to be pointed out, that Sega and Nintendo do not make the coin-op version of Mortal. Hmmmm...

It was also brought up that Konami's Justifier is a bad influence because, well, it looks like a gun, and you can shoot innocent bystanders in the game. Of course, the point was not made that in fact, Lethal Enforcers is a coin-op game. The advertising for Lethal was also referred to as "Sega's". Mr. Lieberman referred to the Super Scope as "looking like an assault weapon rather than a harmless toy."

The point also was brought up that in the ad for Lethal, it refers to fighting ninjas in Chinatown. "Couldn't that be considered an ethnic slur?" There was nothing brought up about Konami being a Japanese company.

Sega and Nintendo, basically, were on trial. Bill White was interrogated. So was Howard Lincoln. They both handled it very, very well.

The violence topic, is very old. Everyone has been talking about it for years. Now there is something being done about it in the government. The Senators promised that if the industry doesn't do something about it, they WILL. I, for one, don't want the government in on any kind of thing involving the hobby of electronic gaming. Why do they need to be if Sega and Nintendo could easily create a compromise.

I wonder why they think video games are extremely violent, yet computer games can be let off the hook. If you rate video games, then if you don't do something to the same affect with computer games, then it's senseless. Computer games have always been more violent. But I guess because the over-21 group use computers the most, so it's OK if pornographic material is on hard drives

across America. No video game I've ever seen on the 16-bitters and up have any kind of porn content (well, the original Stormlord, but it was rejected by Sega).

I think that Ed Semrad's editorial in the newest EGM (#54), is correct about video game violence. Sega didn't do ENOUGH.

Case in point: At the place where I work, a lady asked one of the sales associates what type of games she could get for her children that were popular. Being an RPG fanatic, he pointed her in the direction of Zelda III. She responded by calling him a sinful person for suggesting those evil, deviant games. She said that she would only buy Mario type games. What? If Zelda is deviant, then I guess I am a worshipper of that evil.

Games with pure violence just will not cut it in the market. Games like Time Killers, that have this kind of violence, don't do well if they do not also have a very fun theme. It has to be fun to play if it's going to get my money. Companies, I think, know this (now, after the NES was flooded with trash no one bought), and spend the money to make a game fun. At least I think more research goes into home games rather than the coin-op game.

There are things that can be done. A simple boycott of the violent, questionable games can be formed. Some parent organization can boycott it. That sends a strong message to the video game companies, and then, if it can be done, they will stop producing the more violent games.

The second thing is that the industry can form a group to rate these games based on a universal content guidelines sheet. Nintendo and Sega would need to work together and compromise. It would need to be a completely isolated group, outside the companies. Games from that point forward would need to carry the ratings, period. Prominently in the advertising, and on all game literature.

I may go so far as to say that this press about video game violence is hurting only one company: NINTENDO!

Why? Well, Nintendo's audience are the younger players, those whose parents buy the games for them. While Sega's players are mostly in the 16-35 range. Sega's main audience doesn't necessarily care about the ratings on a game as long as it's good. But, the parents who buy for the Nintendo owners DO care, and therefore, they may shy away from video games this Christmas. It might happen... Or, they might flock to Sega, who has

ratings on their games to make it easier to shop. I'm not saying that this will happen but it's very possible.

If you have anything to say on this topic, get it in! If we get enough, we'll print the ones that are the best on either side. I've presented my view on this one.



Night Trap's original box art was a little revealing, don't 'cha think?



Will U.S. mags go into it as U.K. mags have? Like, uh, EGM?

N E X T I S S U E

Another issue over and done with. Please contribute articles, artwork, reviews, logos, whatever the heck you feel like doing and send it our way. We print almost everything that we get, so get it in and you'll probably see it! Next issue: More Jaguar reviews, the best of the year, plus much more. You'll see...

\$1 for one issue
\$6 for 6 issues
\$11 for 12 issues



THE PARADOX GALLERY

A.K.A.

Where the hell can I put this awesome stuff?

Tim Lewis



Tyron Rodriguez

zineophilia
4436 E. 5TH ST. (310) 433-4238
LONG BEACH, CA 90814

Dear Chris,

You know, you and I go back a long way, ever since the days of The Bombardier (hell, I even remember--gasp!...Gamedude Fanzine Global). You helped me improve upon my first (naïve) issue of Phanzine Star, and the second. It was from you that I got many of my first ideas and criticisms. And so it is to you that I am going to break the news.

When I discontinued Phanzine Star, I promised to return later with a newer, better, broader-interest fanzine. I am just too lazy, though, to do that. Well, it's not. I have lost my creative drive; all the energy I poured into my beloved Phanzine Star has withered away during about putting an issue together. I guess it's just Don't worry too much, though. I'll probably contribute something to different fanzines from time to time, if I get around to it. I'll unload all material I've collected so far for what would have been the first issue of Zineophilia on other 'zines. And who knows? Maybe someday, in a year or so, I'll get enough energy together to bring out a new fanzine; I can't make any promises, though.

On the bright side (is there one?), I am going to re-release back issue of Phanzine Star so all of fandom's newcomers can experience the legend. The measly issue #1 will go for \$2.00, and #2, 3, & 4 will each go for \$3.00. If you order all four, I'll be only \$9.00. Please make checks payable to Noah Dziobecki. As for those subscribers who gave me money, I do plan on refunding it, but it'll be awhile. Hopefully, the sale of back issues will raise enough money to cover at least part of this cost (so PLEASE buy some--it's worth it. Tell 'em, Chris.).

To all of you who had your hopes up, anxiously awaiting Zineophilia, I am truly sorry. But most of all, I am sorry for myself, for there is none more disappointed about this development than I.

With Apologies,
Noah Dziobecki
Defunct Editor-In-Chief, Zineophilia

Page 23

Hey Chris, Once upon a time there lived an entire kingdom of pygmies. They occupied what today is called Rhode Island. There were about six million of them. You see they could all fit in Rhode Island because they were pygmies (still are probably) any ways they were a great civilization who lived under the reign of one king for the last 400 years. This had been customary for before, because it had been customary to punish yourself from the kingdom after a 100 year stint as leader. But this thing was no average pygmy. He was a great man. Aside from being albino he was exactly 12 inches tall and so the people loved him. For a great height for these people. In fact all these rulers were 12 inches. Except in their Canadian sect where the rulers were metric. Bwa ha ha ha. After rereading this letter I know that there is a lot of meaningless information in the story that could be should be edited out. Why albino? Any way I've got to make this quick. The sun's coming up. 000 Tim 000 Beware 000 Behave 000 love your 'zine' Could use more original artwork but what couldn't.

love
Tim AKA The indimind
semi master of Fantasy

this
+ Link?
Don't you
last minute?
is a
bit (Join G.E.A.)

CHRIS DYER
SUB-2819
Box 2 Box 2366
Tulokomayn
37378

PARADOX
316 E. 11th Ave.
Naperville, IL
60563-2708

Chris Dyer

